ANIMAG

THE MAGAZINE OF JAPANESE ANIMATION

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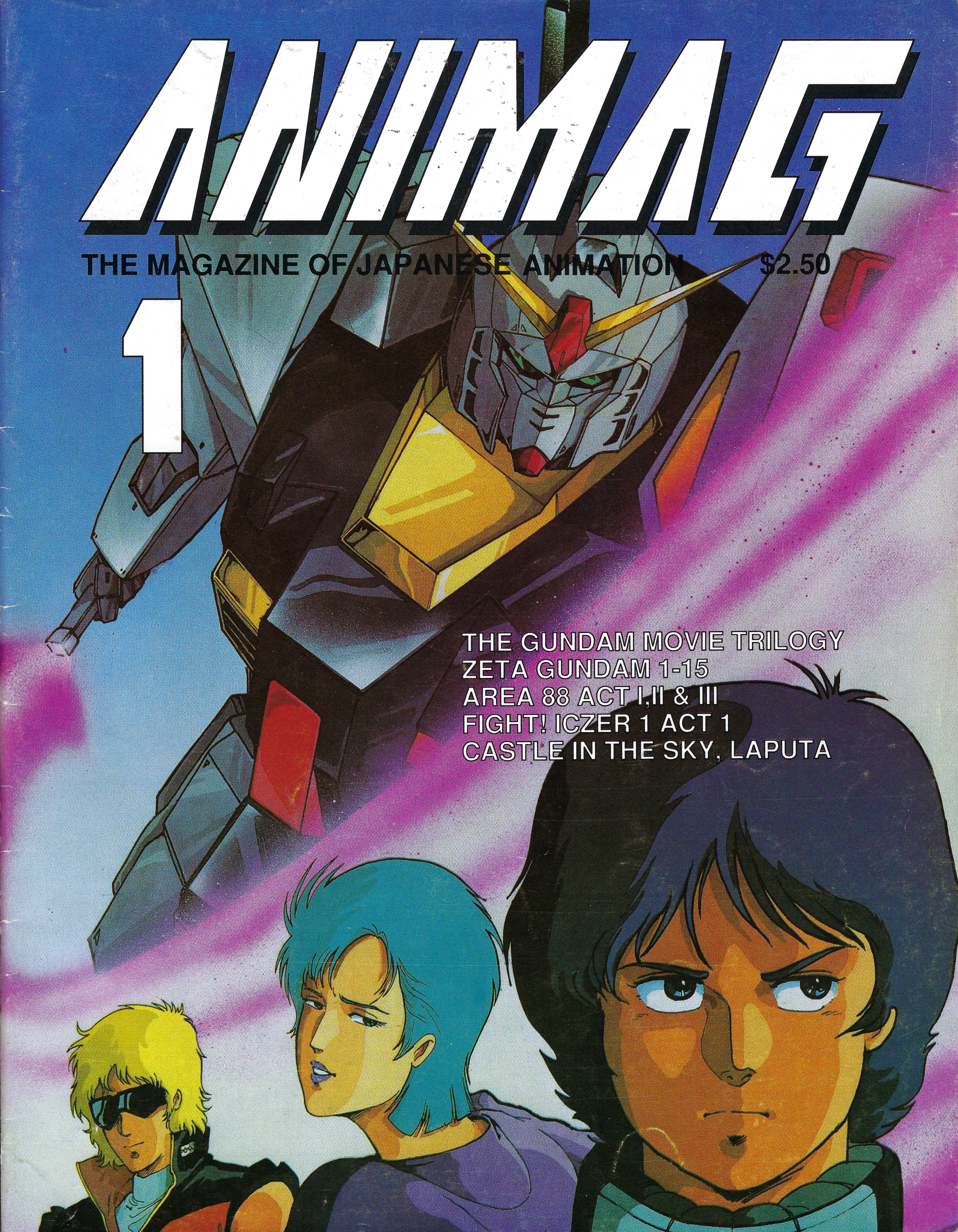

THE GUNDAM MOVIE TRILOGY
ZETA GUNDAM 1-15
AREA 88 ACT I,II & III
FIGHT! ICZER 1 ACT 1
CASTLE IN THE SKY, LAPUTA

EDITORIAL

"Fight for who? Fight for what? Not even justice, I only want truth."

As I write this editorial, those words from *Fangs of the Sun Dougram* are clear in my mind. When we polled the staff of this new magazine, the majority chose the truth as the #1 thing they wanted in a publication of this kind. Truth in the form of more detailed plot synopses, character backgrounds, etc.With two regular translators on staff and others helping out from time to time, we'll try to bring you the most accurate info every issue. However, if we do make a mistake don't rant and rave, just **send us a letter!**

A Note on the State of Anime Fandom: the current state of Harmony Gold (and the cancellation of all Robotech projects for the forseeable future) prompts me to observe our fandom, and its progression-regression. The proliferation of mail order outlets and shops that carry anime is heartning to see, as is the reorganization of the national fan group (C/FO), but this progress must be further supported. Talk to your retail owners, write or call your local TV station: Macron 1 (english *Goshogun* and *Srungle*) is doing well and Star Rider (english *Bismark*) may yet find a home.

This change must be accompanied by a change in collector's attitudes. Tapes are not gold or silver; the more information exchanged, the stronger our networks. Sources of anime items need not be protected like uranium mines, if the clientele increases, there will be more for everybody. Eventally, our fandom will take its place alongside SF & Comics.

But for now........***ANIMAG ... Hasshin!!***

ASSOCIATE EDITOR Derek Quintanar
and the ANIMAG Staff

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Due to the complexity of the Japanese language many Japanese words and names can be translated several different ways, and have several different meanings. We apologize for any inaccuracies that may have arisen, we have tried our best to bring the true feel and meanning of any dialogue translated. Please do not write to complain about minor variations in spellings of names, such as the letters 'L' and 'R'. Minor variations such as these can be argued for years, and we do not wish to waste your time or ours arguing about them. Any comments should be sent to:

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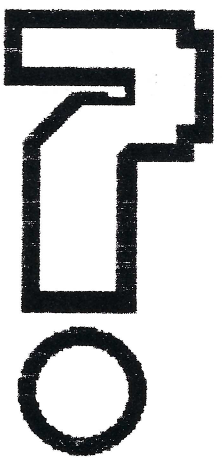

The unseen will be revealed.

ANIMAG

ISSUE 1
VOLUME 1

THE MAGAZINE OF JAPANESE ANIMATION

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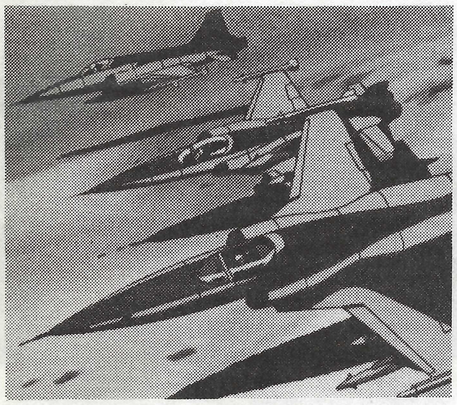

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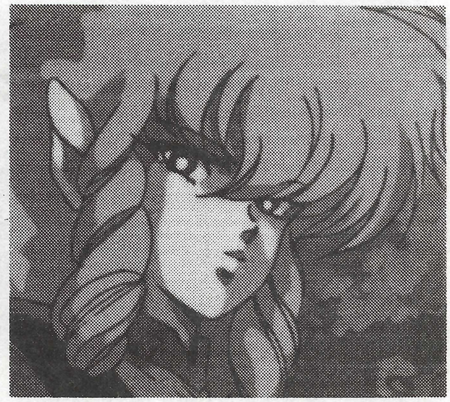

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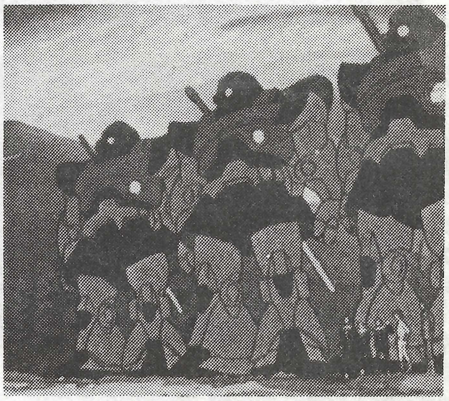

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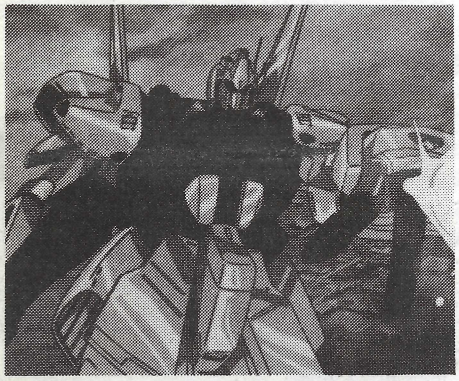

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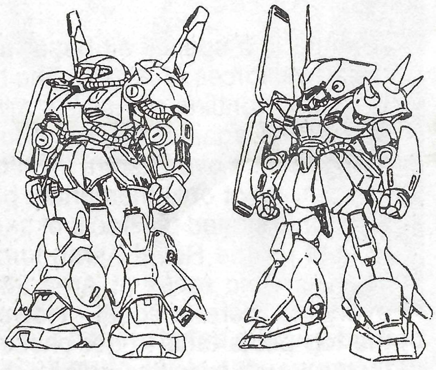

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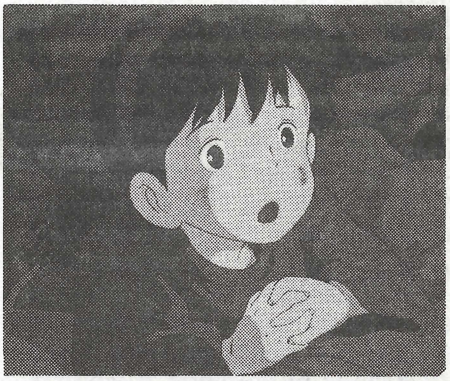
CASTLE IN THE SKY, LAPUTA



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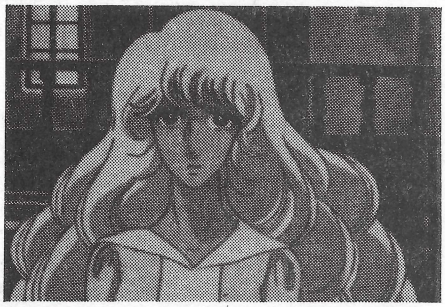
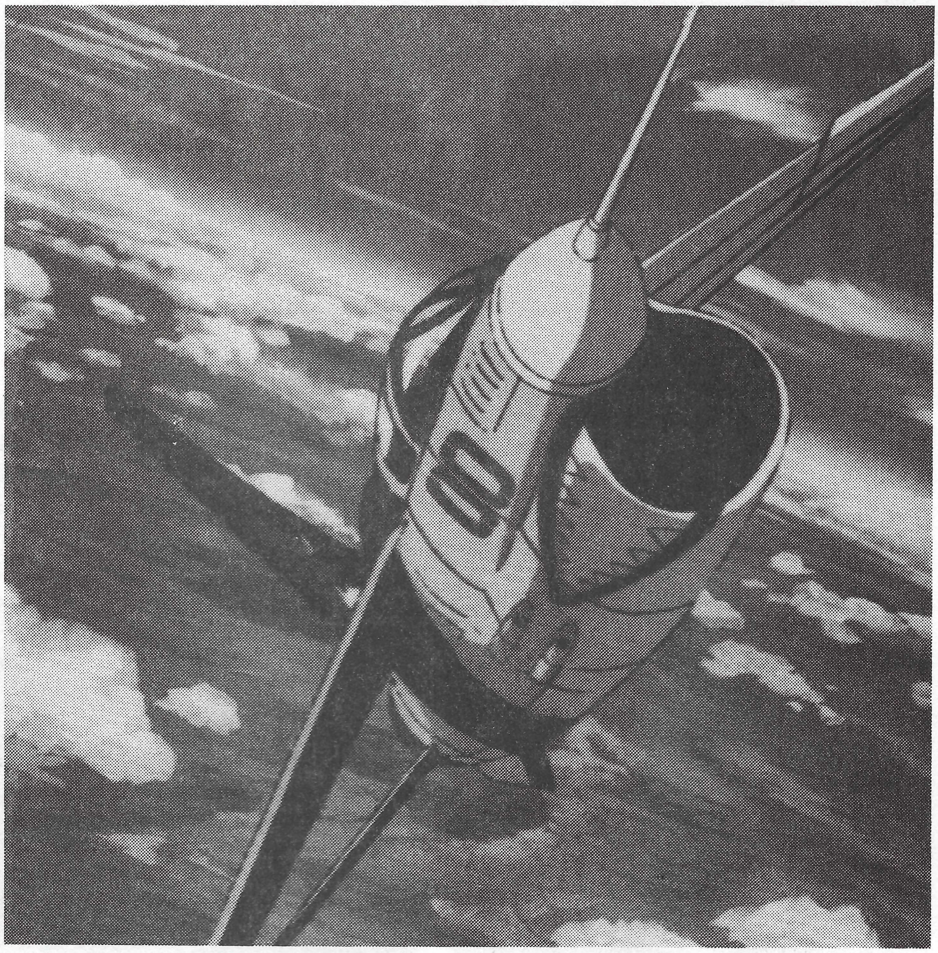




AREA 88

ACT I: "SKIES OF BETRAYAL"
ACT II: "PACT OF WOLVES"
ACT III: "BURNING MIRAGE"

Credits

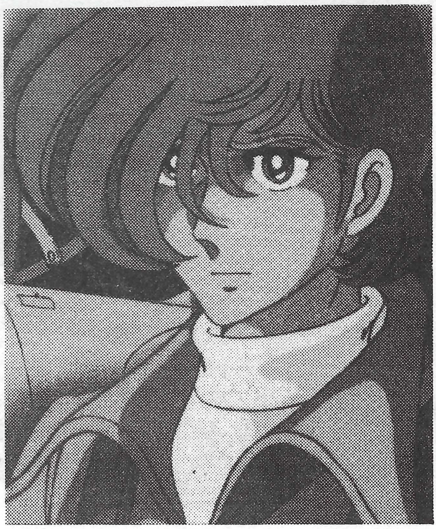
Original comic by:
Kaoru Shintani
Films by Project 88 a divison of Studio Pierot
Released by: King Video
Copyright Dai Pro
Acts I,II, & III directed by:
Toriumi Nagayuki
Released 1985 1986

INTRODUCTION:

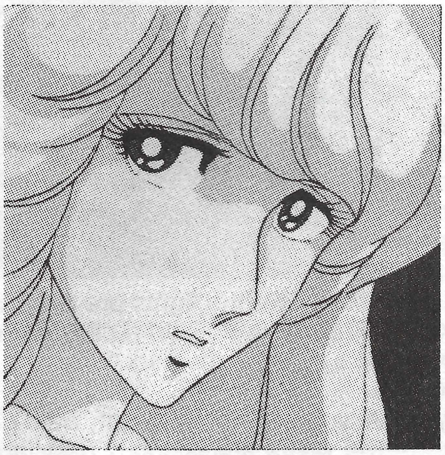
Area 88 is a special air base run by the Royal forces of Asran. The base is on the frontline of Asran's military operations against the rebel forces trying to take over Asran. The base is made up of only mercenary pilots, who have signed contracts of service to fight for the Royal Asran forces. There are no ranks at Area 88, so everyone there is equal. However, the top pilots tend to get chosen to fly the tough missions; this is sometimes a curse since it costs money to turn down a mission. In fact, it costs money for everything a pilot wants at Area 88: ammo, medical needs, even food. The pilots are paid well for every enemy unit they destroy; thus a steady supply of pilots is always available. The pilots come for the money and the excitement, but for some it is a way to escape the memories of their past.

CHARACTER PROFILE:

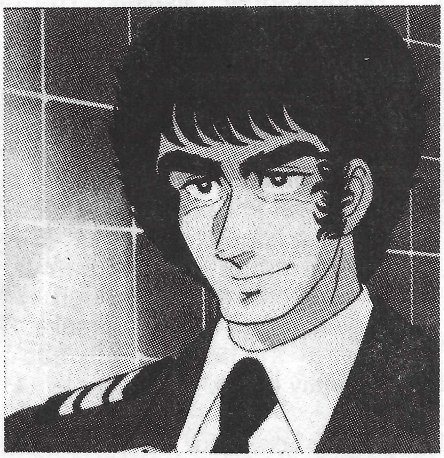
Shin Kazama: Our hero, an orphan and the #1 pilot at Area 88. He is quiet and not willing to talk about his past, but it is obvious to his fellow pilots that he is not there for the same reasons as they are.



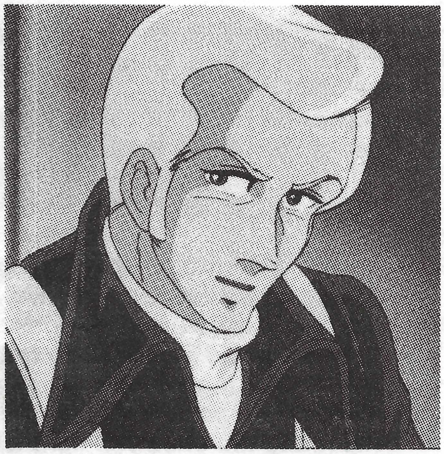
Ryoko Tsugumo: Shin'girlfriend and the daughter of Taizo Tsugumo, president of YAL airlines. Ryoko waits faithfully in hopes that Shin will return to her. She has no idea as to where he has disappeared .



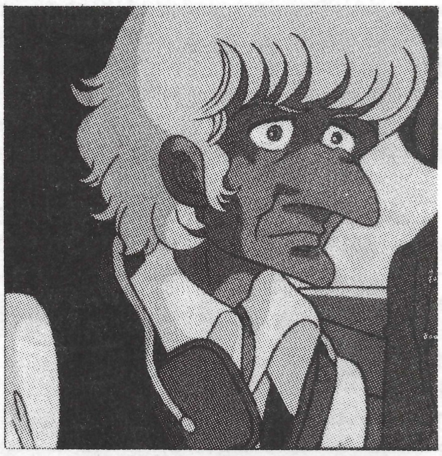
Satoru Kanzaki: Shin's best friend and later his worst enemy. Kanzaki plots to do away with Shin and make Ryoko his own.



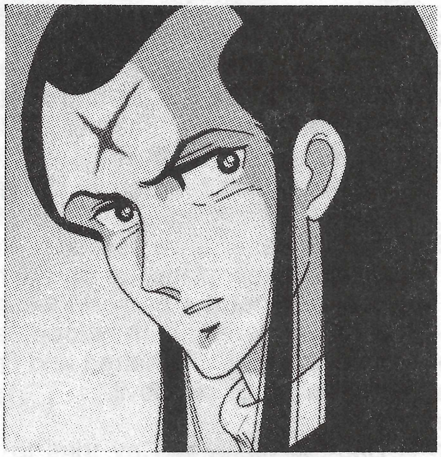
Mickey Simon: Shin's best friend at Area 88 and the #2 pilot at the base.



McCoy: He sells all the equipment and goods that keep Area 88 running. However, not all of his merchandise is in perfect working condition. He is miserly and always looking for a way to make some money. The pilots always tell him, "When you die, you will go to hell" to which McCoy always replies, "I'm there already." Despite his greedy exterior, he occasionally shows a bit of generosity towards Shin.



Saki Vashutari: A prince of Asran, he runs Area 88. When Saki's grandfather, the king, was about to die, the king was supposed to give rulership of the country to Saki's father. But the king suspected Saki's father of having dealings with the U.S.S.R., so he gave rulership to his other son. Upset by this action Saki's father started a Soviet backed rebellion to try to take over Asran and get the Kingship that he felt was rightfully his. Saki sided with his uncle against his father, and has scarred his own forehead for being a traitor to his father. Though the pilots acknowledge his military leadership, they have little respect for him as a person.



ACT I: "SKIES OF BETRAYAL"

The story begins in the desert, as tanks of the Asran Rebellion are advancing on Royal Asran positions. Suddenly a plane attacks. The pilot is Shin Kazama, his plane, a Corsair fighter bomber. Shin lays waste to most of the tanks with only his machine guns. "That's another six thousand," he says victoriously, as he flies off back to base. The opening credits roll .

Back at base we meet Goh Mutsuki (called "Rocky"), who is a reporter recently arrived on base. He photographs Shin climbing out of his jet, and Shin says: "I don't like having my photo taken. You want to take pictures, take pictures of that." Shin points to a burning plane coming into land. The plane's pilot is a Scottish mercenary named Greg. His plane is pretty shot up, but he leaps out yelling, "I've never seen so many tanks. Refuel my plane, I want to go back and get some more." Greg quickly buys a bandage and alchohol for a wound on his head, and rushes off to his plane. But before Greg can leave, another plane crashlands. This pilot is not so lucky: his plane is wrecked, which means that he must spend all his earnings to buy a new one. His fellow mercenaries find this fairly amusing.

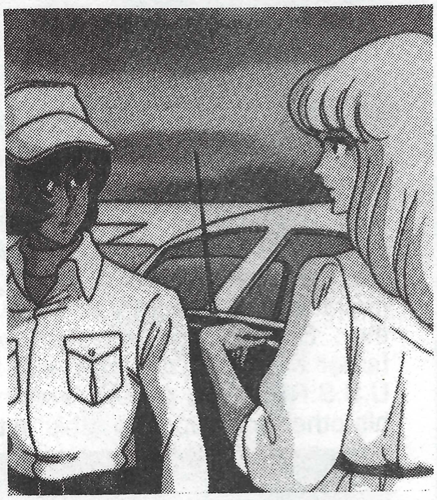
Shin returns to his room in the barracks and wonders when he will ever see Japan again. There is a flashback to his days at YAL pilot training school. It is graduation day and he is packing to return to Japan. His friend Satoru Kanzaki comes in to see him and suggests to Shin that they celebrate thier graduation with a night on the town. They go out and Kanzaki gets Shin drunk. He tricks Shin into signing a piece of paper which Shin thinks is a bill. It is actually a contract of service for three years with the Royal Asran Airforce. Kanzaki leaves and shortly afterwards two men come to collect Shin to fulfill his contract. Shin realizes he has been tricked by Kanzaki, but the two men have guns, so he is forced to go with them. The flashback ends, and Shin is still in his room when Rocky comes to visit him. Rocky explains to Shin that he is interested in the pilots and what makes them join Area 88. Shin is not interested in talking and just asks Rocky if he has heard anything from Japan, which he hasn't.

Rocky goes to see Saki Vashutarl, and introduces himself. Saki, being royalty, will not shake his hand. Rocky explains to Saki that he is here to do a story on Shin, the "Samurai of the Middle East." Saki merely replies "Yes, if you need anything, go see McCoy." Rocky asks, "Even film?" to which Saki replies, "Anything from tissue paper to nuclear warheads."

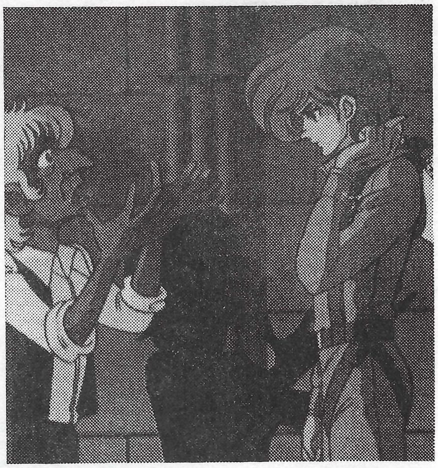
Rocky then goes over to see McCoy, where he also meets Mickey Simon. He asks McCoy for some film, to which McCoy replies, "I thought all photographers carried film with them." Rocky explains, "I screwed up—I left my film bag on the runway this morning, and the sun ruined my film." McCoy gets some film for Rocky, while Mickey introduces himself. Rocky won't shake hands with Mickey, because he's American. Rocky tells Mickey that he's interested in Shin: "I've seen many fighters on many different battlefields, but Shin has a different look in his eye. What's he doing here?" McCoy returns with his film and says, "People don't talk much about their past here. Shin's not like Mickey, though—he's not here for the money." After Rocky leaves with his film, Mickey says to McCoy, "You're awfully nice to outsiders." To which McCoy responds, "Actually, I'm the guy who tossed his film on the runway"

Back out on the field, three unfamiliar planes land. Each plane is flown by a sinister-looking pilot. "They're African mercenaries," someone says. The three pilots go to meet Saki, while everyone ponders why they are here. Mickey asks McCoy where Shin is, and McCoy tells him that he is on a mission. It is Shin's third mission in two days and Mickey, feeling that Saki is overworking Shin, goes to complain. Saki tells Mickey "What mission a person goes on is his own choice. To get out of Area 88 a person must either pay $1,500,000, survive for three years, or escape." At the mention of the word "escape", the African mercenaries turn around, and watch suspiciously. Saki continues talking to Mickey saying "Shin's card is almost at $1,500,000."

We now jump to another scene. Shin is shooting down planes, and as he flies off towards the sun, he remembers back to his days at the YAL training center. He and Kanzaki are working on a helicopter, when Ryoko Tsugumo mistakes Shin for a porter. She asks him to carry her bags to her father's plane. Her father, Taizo Tsugumo, appears and says, "The usual assistant is not around," which makes Ryoko realize that Shin is not a porter, but actually a cadet at the center. Ryoko apologizes to Shin, and Taizo introduces them. They fall in love, and we jump to another scene: the two of them together at an amusement park. Ryoko teases Shin about being afraid of the roller coaster. The flashback ends, and we see Shin shoot down another plane, he says to himself, "I'm not the person I was before—covered with blood and smoke, burnt with hatred and fire, I am the image of a devil."



Back at base, McCoy tries to sell Shin some Sidewinder missiles, but Shin isn't interested. Boris enters and says, "Don't buy any missiles from him—they're no good." McCoy replies, "Did I ever sell you a missile that didn't fly?" Boris retorts," No, but sometimes they don't explode." Boris walks off to his room, the light already on, and goes in. McCoy says to Shin, "Did you ever notice that the lights are always on in his room?" Shin replies, "Maybe he's afraid of the dark."



At a meeting that night, Saki gives the pilots a mission. They are to knock out a military supply base in order to aid tomorrow's ground attack. They will have to fly low to the ground in order to avoid radar and ground-to-air missiles. The pilots rush to their planes and take off. However, they are detected before they reach the base. The fighters split off from the bombers to fly cover from enemy fighters. The bombers continue on towards the base, but meet with an unexpected surprise: a huge steel barrier. Several planes crash into the barrier, but Shin and Boris slip through by folding the wings of their Corsairs. They destroy the base, and fly back, apparently alone.

Boris : Looks like we split this one two ways. (referring to money)

Mickey (who now appears): Hey, what about me?

Shin : I don't think we would have made it without Mickey flying cover.

Mickey : That's O.K. If he's gonna be like that, I don't want any.

Shin : Me neither.

Boris : You two keep jumping to conclusions. I meant you two. (It becomes apparent that Boris has been wounded.) Looks like I caught a little flak though the air intake. (pause) It's good to have friends, especially the ones you fight with. You don't meet many like that in a *lifetime. One of them always dies off first, that's war. That's why I don't make friends, or turn off the lights. If I do, the friends that died before me will come back and haunt me, one by one. (pause)*

Shin : Hey Boris, you all right?

Boris : Looks like I'm going to sleep peacefully for a long time.

Shin : (as Boris's plane begins to fall away) Boris, pull!

Boris : Shin, will you turn out the lights in my room? (Boris's plane crashes and explodes)

Back at base, Saki meets Shin and Mickey. Saki says, "Twelve planes went out, only you two came back. You'll have some time until the next mission. Get some rest." Saki walks off, and Mickey says to Shin, "God, most of the squadron is wiped out, and he doesn't feel a thing."

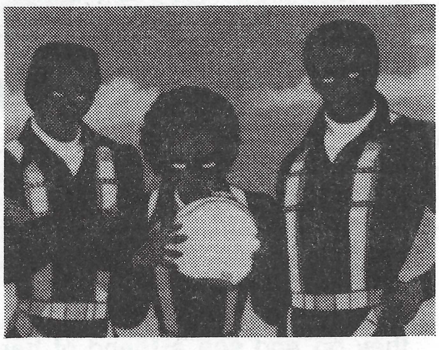
Shin visits Boris' room which is being cleared out for someone new. He goes and turns out the lights. "Goodnight, Boris."

Buxie, a fellow pilot, is standing alone, thinking about Boris's death. Shin and Rocky are watching him. Rocky says, "Saki told me about Boris. (Looking out towards Buxie) He must have deep reasons for being here. People don't talk much about their pasts here." Shin replies, "We have ex-military, a boxer, a priest, Mafia, everybody." Rocky asks, "How about you?" Shin ignores the question, saying, "I wonder if it's hot in Tokyo."

In Tokyo, Kanzaki is having coffee with Ryoko. He suggests that they get married, because this would give them controlling shares in YAL. Ryoko refuses: she is still waiting for Shin to return. She becomes upset with Kanzaki, pays for her own coffee, and says, "I don't want to owe you anything, not even coffee." She leaves. Kanzaki says to himself, "Shin, someday I'm going to walk all over the thing you love."

Back at Area 88, Mickey buys several Sidewinder missiles from McCoy. McCoy comments, "Did you hear, Mickey? Shin's within only $20,000 of filling his card." Mickey responds, "That means he's only got 5 more planes to kill, then he'll be leaving this place." McCoy replies, "Unless he gets killed." Mickey responds angrely "You are going to hell."

Meanwhile, Shin is busy shooting down more airplanes. He is only one kill away from being out. He tries to shoot down a plane, and realizes that he's out of ammo. The plane fires a missile at him, and Shin tries to escape, but his plane is damaged. Shin lands back at base, but the plane is beyond repair, and he will have to buy a new one. This means he can't buy his way out yet. He throws his helmet down in frustration, and one of the African mercenaries picks it up. "Mister Kazama, you should take care of this. It protects your life." Shin yells at him, "You should worry about your own life!" He walks off as the three mercenaries eye him suspiciously.



Mickey watches them and figures out why they're here, but he does not tell us yet. As Shin walks off alone, he says to himself "I'm going to get out of here, I can't stand it any more, I'm going back to Japan. I'll escape!"

END ACT I

ACT II: "PACT OF WOLVES"

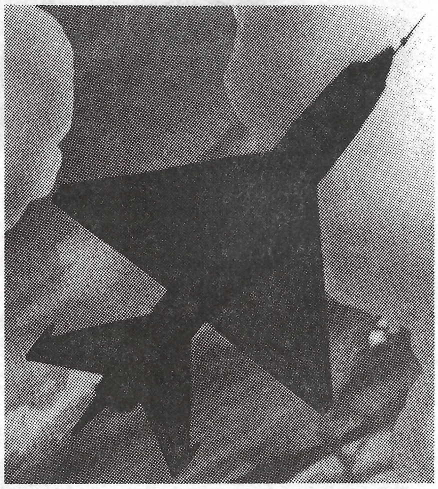
Area 88 Act Two begins after dark, on the same day that Shin's plane crashed. Shin is sneaking around the plane hangars. He is contemplating stealing a plane and trying to escape, when suddenly he meets the three African mercenaries. "Going somewhere, Mister Kazama? Taking a walk this time of night, or are you trying to escape? I understand your situation, but escape is no good, you couldn't escape anyway. No one in the Middle East has ever made it past us. Do you want to give it a try?" Shin asks, "Who are you guys?" Mickey then makes his presence known by answering Shin's question. "Escape killers, I finally remembered the three pilots who shoot down people who try to escape. Who sent for you—Saki? Shin and I are Area 88's number one and number two pilots, so at least two of you will get shot down." Then Greg appears." "No, not one will get back alive. More pilots appear. "We all want a piece of this action." Saki comes forward and denies having called for the escape killers, then tells them to leave, which they do, being outnumbered by about ten to one. Greg and the other pilots yell, "Let's go see them off!", and follow. Shin is about to admit to Saki that he was thinking of escaping, but Saki interupts saying "I don't want to hear it. Don't worry. With your skills, you'll be back in Japan soon." As Saki is walking off he says "Shin is fighting to get back home, but what am I doing? I'm fighting a war against my own father." Saki leaves Shin and Mickey standing alone. Mickey asks Shin, "You want to go home that bad?" Shin answers, "Yes, how about you Mickey?" Mickey tells Shin about his earlier life. He served in Vietnam, but couldn't adjust to life after the war. He needed the excitement of living on the edge. So he left his fiancée and came to Area 88. "We're just killers; peaceful society just didn't fit. You can never get the smell of gunpowder and blood off your hands. Even you, Shin, are a killer. "Mickey leaves, and Shin falls to his knees and begins to cry. "You didn't have to tell me—I knew it already."

Back in Tokyo, at Taizo's office Ryoko comes to see her father. He wants Ryoko to get married. He always wanted her to marry either Shin or Kanzaki. But since Shin has disappeared, it must be the latter. Ryoko protests and says she will not marry Kanzaki, insisting that Shin will return soon. She leaves her dad and talks to his secretary, Miss Yasuda. Ryoko asks her, "Can a woman keep living with just memories?" Miss Yasuda responds "If you truly love Shin, trust your feelings." Miss Yasuda reassures Ryoko that she is on her side.

At the airport, Kanzaki is talking to a representative for an American airplane company named "MacWell." The representative makes a deal with Kanzaki. He will help Kanzaki buy stock in YAL airlines, thus putting him in charge, but Kanzaki must then in return, buy the MB14, an airplane that MacWell makes. They agree on this.

At Area 88, Rocky goes up flying with Buxie and Mickey. He figures that by experiencing it himself, he might learn what makes a man (in particular, Shin) want to fly fighter planes.

Back on the ground, McCoy has just given Shin his new plane, an F5E Tiger II. Shin says, "Maybe I can get Rocky to take a picture before I wreck it." Looking around, he says, "Hey, where is Rocky?" McCoy responds, "He went up flying with Buxie and Mickey."

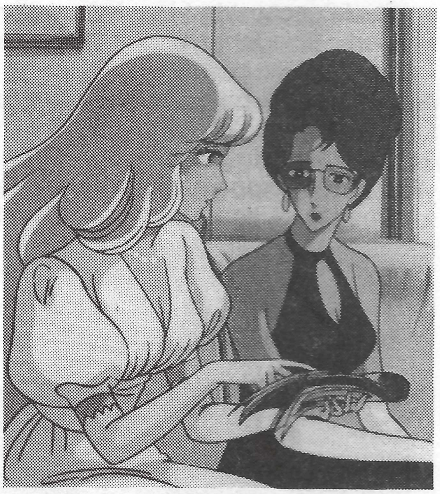


Meanwhile, Buxie and Mickey are blowing up more planes when two missiles appear on their tails. They try to lose them, but Buxie gets hit.

On the ground Shin and Mcoy hear a plane approaching. McCoy says "Mickey's coming back." Shin asks, "How do you know it's him?" "I recognize the sound of his engine. I put a fuel pump from a crashed MIG in his plane. It makes a different noise." Shin looks at his plane, worriedly. "Hey, I hope my Tiger's O.K."

As the lone plane comes into view, both Shin and McCoy realize that only Mickey is coming back. Buxie and Rocky are dead.

In Tokyo, at the thirtieth anniversary party for YAL Airlines, Kanzaki again asks Ryoko to marry him. They argue, she leaves him, and goes to a side room, where she thumbs through a Life magazine. In the magazine, there is an article on Asran, and she sees a picture of Shin.



She tells Miss Yasuda and runs off to call the reporter who took the picture. Kanzaki comes looking for Ryoko, and sees the photo in the magazine. Meanwhile, Ryoko finds out that the reporter (Rocky) is dead. Miss Yasuda suggests that they go and see a friend of hers, who is a specialist on the Middle East.

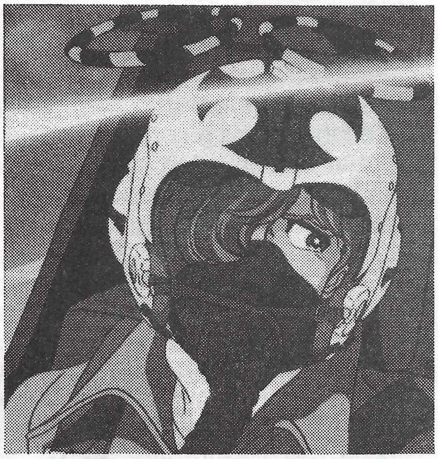
They visit the specialist, and he is able to narrow the photo down to one of two bases in Asran: Area 88 or Area 84. He figures that it is Area 88, because most of the airplanes there are more modern. Ryoko and Miss Yasuda decide to try to reach Shin by visiting Tel Aviv on the way back from their business trip to France.

Ryoko and Miss Yasuda have just arrived at the French airport, but Kanzaki is there, waiting for them. He informs Ryoko that he has told her father about her plans, and for her own safety he wants Kanzaki to make sure she does not get off the plane at Tel Aviv, but continues on to Japan. Kanzaki says that he will be personally flying the plane.

That night, Kanzaki goes to visit Mr. Felina, who is head of the Mafia. Kanzaki wants Mr. Felina to kill Shin. Felina agrees to have him killed. After leaving Felina, Kanzaki wanders in the street or a while, and thinks back to his childhood. In his memory, he has just arrived at an orphanage, and Shin comes up and asks, "You're the kid who came in last night. I hear you're the only kid who didn't cry when you first came here." Shin then asks Kanzaki if he remembers his parents and what they were like (Shin has no memory of his). Kanzaki thinks about his parents and then begins to cry. The flashback ends. He is back on the street, and says to himself, "We were always in the same situations, but you were always walking in front of me. At pilot school, with Ryoko, and now you're even a better pilot than me."

Back at Area 88, a new plane, an F16, has just landed. "It's Phoenix Charlie! He's come back!" Everyone at base knows who he is, except Shin, who has not been there as long. They are all glad to see him. Mickey and Charlie talk about old times, then Mickey introduces Charlie to Shin. "This is Shin Kazama, Area 88's number one pilot." Charlie smiles a sinister smiles and says "How do you do, Mr. Kazama."

Back at the French airport, Ryoko and Miss Yasuda are preparing to leave. Ryoko accidentally bumps into Saki, who is in France on a business trip. They do not know who he is, but the secretary says, "He must be a soldier. I could smell gunpowder on him." They board the plane, and by coincidence, they are seated next to him. The plane lifts off, on its way to Japan via Tel Aviv. A few minutes after takeoff, Kanzaki receives a message that says the airport has captured a man who placed bombs on the plane. The bombs are placed underneath the wings, and are set to go off if the plane descends below a certain altitude. Kanzaki calls Saki to the front of the plane to talk with him, and blames Saki's presence for the problems. Saki suggests that there may be hope to remove the bombs, if he can call some of his men from Area 88. Kanzaki agrees, and Saki radios to Shin and Mickey and explains the situation to them. He orders them to take the smallest fighters they have and meet the plane. Kanzaki hears Shin's name mentioned and is silently afraid that Shin will save his life. Shin and Mickey arrive in Kfir fighters and find it impossible to get a clear shot at the bombs through normal flight, so they fly upside-down underneath the plane and shoot the bombs off. Kanzaki asks Saki who the pilots were, and Saki tells him their names. He realizes that his fears have come true: Shin has bettered him again by saving his life. Saki returns to his seat: Ryoko, watching the planes outside, asks Saki who they are. Saki responds, "Just some of my men." As she watches Shin's plane, Shin says to himself. "Sayonara, YAL airlines."

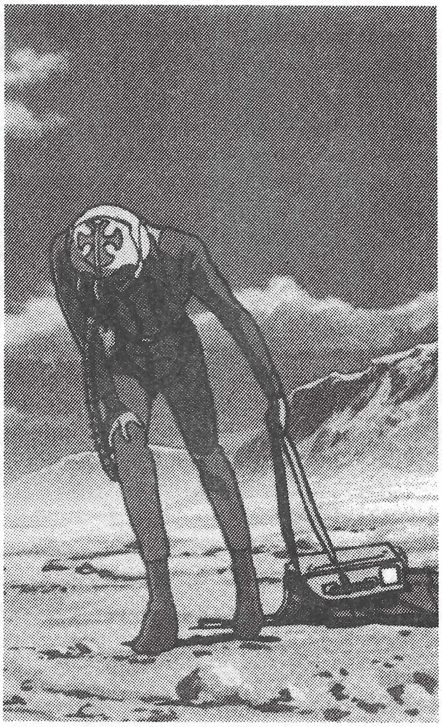


Elsewhere, Area 81 is being attacked by a large group of enemy planes known as the Wolf Pack. They wreak havoc on Area 81. There are few survivors.

Saki, now back at Area 88, explains to his pilots how Area 81 was destroyed. Suddenly, enemy planes are picked up on radar. It is the Wolf Pack. As the pilots scramble for their planes, Phoenix Charlie says to Shin, "Now we'll see who the real number one pilot of Area 88 is." Everyone takes off in their planes. They engage the Wolf Pack in a very large aerial battle. As the battle nears an end, Phoenix Charlie sees Shin in his sights, and fires a missile at him. Shin sees the missile, and manages to fly it into the ground. Shin asks Charlie, "Why are you doing this?" Charlie responds "I was paid to kill you. I can't say who hired me. This is business." Charlie fires on Shin with his machine guns, and hits Shin's plane. Shin tries to avoid Charlie by flying low to the ground. As Shin flies over some water, he stirs up a flock of seagulls. One of the gulls hits Charlie's windshield, shattering it. Charlie loses control of his plane and crashes in the water. Shin's plane has suffered too much damage, and he ejects. The rest of the squadron, unaware of Charlie and Shin's battle, return to base, assuming both have been killed by the Wolf Pack.

Shin, without a plane, is now stranded in the desert. He begins to walk, hoping to reach Cairo or some other city from which he can return to Japan. After travelling for several days, he falls from exhaustion. When he awakes, he sees Ryoko, and cries, "I must keep going, must get back to Japan, must get back to Ryoko!" Trying to reach her, he climbs a cliff and, at the top, realizes he has returned back to Area 88. He falls to the ground cursing. "You Devil, you've brought me back to Area 88, back to kill more people!" As Shin walks down the runway Saki's voice is heard saying "There are only three ways out of Area 88. Survive 3 years, pay $1,500,000, or escape."

END ACT II



ACT III: "BURNING MIRAGE"

Act III takes place two years after Act II, and it begins with a large air battle. Shin Kazama leads the government-backed mercenaries of Area 88 against rebel aircraft. Shin is flying a new F-20 Tigershark which he has just purchased. As the battle ensues, one of Shin's fellow pilots, Jess, gets shot through the cockpit and is blinded. Jess is unable to eject because he did not fix his ejection seat after the last battle. When an enemy plane fires on him, he becomes scared and starts to fire on everybody. Shin has no choice but to shoot him, saying, "You were unlucky, Jess."

Later, back at Area 88, in the rec room. Shin is looking out the window, contemplating his recent actions. Mickey enters and gets Shin a Coke, asking him, "Do you see anything?"

Shin: "Nothing but mirages."

Mickey: "What are you thinking?"

Shin: "Just wondering how long ago I stopped feeling anything for the people I kill."

Mickey: "If it's about Jess, you had no choice. It was to protect the rest of us. Had he been in my section, I would have had to do it."

Shin: "Not just him. The ones I kill to make money. And then to buy a new fighter. Then I have to kill more." (He pauses.) "Just to get out of this place, back to the civilized world, I have to stain my hands with blood. What's scary is, the killing just becomes natural to you. When did I start feeling this way?"

Mickey: "You're a fool. You've got the dirt of war on you, and it's going to go away."

Gwuen: (who has been playing pool, now enters the conversation.) "I'm surprised. I was wondering what this legendary fighter pilot, Shin Kazama, was like, but he's just a boy."

Shin: "You're new."

Gwuen: "I'm an ex-South Vietnam air force captain, Gwuen Ban Chon, just arrived today. I've already checked in with Commander Saki. (Pause) By the way, do you get paid for shooting down your own men here?"

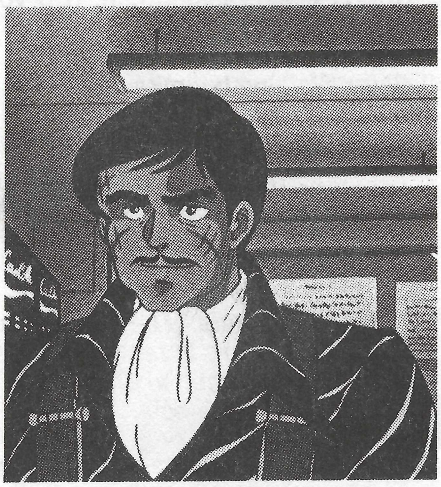
Shin: "Why do we fight? . . . Why do we kill? . . . To stay alive! Look here, Gwuen, there's no friend or foe in staying alive. So if you don't want to die, don't cross my line of fire."

Gwuen: "Ooh, scary . . . I think we'll get along, Shin Kazama." (He walks away.)

Mickey: "Of all the people to join."

Shin: "You know him?"

Mickey: "He was called the 'Man-eating Tiger of Ton-Kin-Wan.' Pretty famous in Nam."



At this point, McCoy enters the rec room. He gives Shin and Mickey their bills for the fuel and ammo that they used in the last fight. Mickey is surprised at how expensive his bill is. McCoy mentions to Shin that he has heard there is a new owner for YAL Airlines. Shin pesters McCoy to remember the owner's name. McCoy does: it is Kanzaki. Shin asks McCoy to try to get more information on YAL Airlines. McCoy says that he'll give it a try on his upcoming trip to West Germany.

The scene switches to Tokyo—the offices of YAL Airlines. Ryoko has come to see Kanzaki, to try to sell him her remaining stock in the airline. Kanzaki, realizing she is going to use the money from the stock to free Shin, sets a special condition to his purchase of the stock. Ryoko must sleep with him one night, or he will not buy the stock. Ryoko does not agree to this, and leaves with her stock in hand.

Back at Area 88, about a week later. McCoy has just returned from West Germany. McCoy tells Shin that YAL is replacing all its aircraft with MacWell's MB14's. Shin remarks that MacWell has used Kanzaki to take over YAL. McCoy goes on to talk about the bad reputation of the MB14, a plane that has barely passed safety inspections. Shin asks about the Tsugumo family. (Taizo Tsugumo was the former president of YAL) Shin is curious as to what has happened to he and Ryoko. McCoy tells him that they are moving to Paris. He gives Shin their address and phone number, remarking, "It cost me a lot of money to get this, but you're a good man—it's on me." Before parting, McCoy gives Shin a gift, a container of CupStar instant ramen, and tells him, "YAL is headed for trouble, forget about it. If you've got too many things on your mind, it could bother your flying."

Back in Shin's room. Shin is lying on the bed, remembering what McCoy has just said to him. We hear McCoy saying, "Kanzaki is walking one dangerous tightrope with MacWell." Shin finishes preparing his ramen, and the scene changes to Tokyo.

Ryoko is finishing packing, when Miss Yasuda enters and asks her of her meeting with Kanzaki. Ryoko tells her it did not go well. The scene changes as Ryoko burns her cup of ramen.

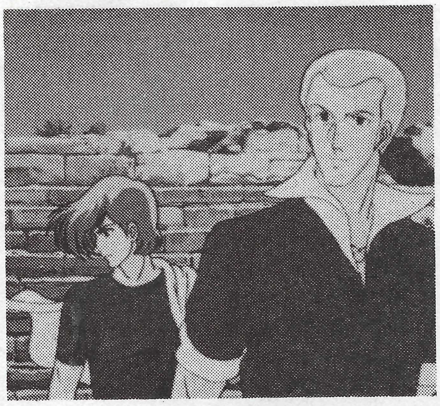
Somewhere near Osaka Airport, a YAL Airlines MB14 develops engine trouble and crashes. Everyone on board is killed. At the press conference following the crash, Kanzaki denies any knowledge that the MB14 was an unsafe airplane, claiming that if it was unsafe, it would not have passed the safety tests. Kanzaki leaves the conference very nervous. In his car, he attempts to call MacWell for help, but they hang up, leaving the burden of blame on him. Kahnzaki visits a temple, where a service for the dead passengers is being held. He is disturbed when he realizes how many people have died.

Back at Area 88, the pilots are receiving information on a new mission. They are to attack a rebel missile base on which several previous attacks have failed. Saki explains that they are to fly through a narrow canyon to avoid enemy radar. He shows the pilots photos of the canyon, and explains that the pilots can fly in an area so many meters high and so many meters wide down the middle of the canyon and be safe. To this one of the pilots remarks, "This is crazy." It appears that none of the pilots will take the mission, until Saki mentions he will pay three times the normal rate to each pilot, and the survivors will split the money of any dead pilots.

So the mission begins. A lot of planes are airborne, to which Mickey says, "Look at all the greedy people." Shin leads the group through the canyon. Greg, the Scottish mercenary is flying his new plane, an Fairchild A-10. He continually complains that his plane is too slow and cannot keep up with the rest. Upon exiting the canyon, the group is attacked by enemy aircraft. The enemy planes are Hawker Siddley Harriers, Being VTOL jets, they are slower and do not perform well at high altitudes. Our heroes figure this out and thus defeat them. Before the battle is over though, Gwuen shoots a helpless parachuter though Shin protests. Greg and two other pilots then reach the enemy base and destroy it.

In Paris, Ryoko and Miss Yasuda are having lunch. Miss Yasuda has tried to sell Ryoko's stock, and no one would give her a good price. Ryoko suggests she might go back to Kanzaki, but Miss Yasuda says, "Don't—I think Kanzaki is up to something, and I'm getting close."

The scene shifts to a secret Asran training base located somewhere in Greece. Shin and Mickey have escorted Saki to the base for a special meeting. (The base trains new pilots to fly combat aircraft. Shin trainned here before going to Area 88.) Saki gives Shin and Mickey some free time to go and sight-see in Athens. The two wander about the ruins and talk about Saki's meeting. Shin speculates that Saki is meeting to reorganize Asran forces against the increasing military strenght of the rebels. Mickey mentions the MB14 crash to Shin. Then the two realize they are the only two guys around who aren't with a girl. They become depressed for a second. Then Mickey is asked to take a picture of a young couple on their honeymoon. The girl turns out to be Mickey's former fiance. Mickey tells Shin and asks him "Shin, your girlfriend in Tokyo, will she wait for you?" Shin answers "She'll wait." The scene fades fades to a cityscape as we hear Saki telling Shin of his family history, and how his father started the rebellion, and that he is now a traitor to his own father.



That night Shin is awakened by Saki. A Japanese recruit has been caught trying to escape, and before he is executed he wishes to talk to Shin. Shin goes to see him, his name is Shuicho Ito.

Ito: "You're Shin Kazama'

Shin: "You wanted to see me?"

Ito: "You're the number one fighter of Area 88 (makes gun sounds)."

Shin: "Foolish move, you could have gone home in 3 years."

Ito: "Three years of murdering people! (Shin is startled) I can't kill anyone. How many have you killed so far, Mr. Kazama?"

Shin: "It's kill or be killed! This isn't Japan, you have to protect yourself in order to survive!"

Ito: "Exactly, thats why I tried to escape."

Shin: "Knowing you could be executed?"

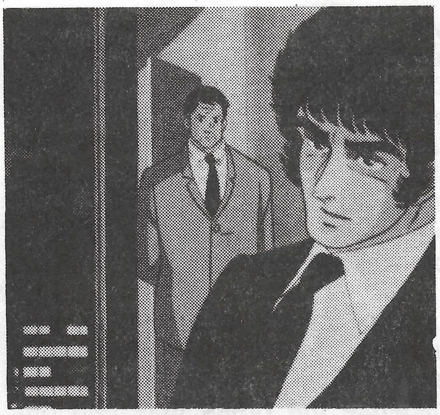
Ito : "I could live with that better"

Shin: "Why did you sign on? Don't tell me you were forced to join!"

Ito: "I was a fool, showing off all the time. I volenteered to sign, thinking I would be a security guard or something. But no... After training you go to the front line. Hell, if it was for my country, I may have been able to fight. But here it's a business! How much for this! So much for that! Do you realize you're doing this? Yeah... you have those eyes. If anything at least I know what a murderous Japanese guy's eyes look like... I don't think I was wrong. I may look like a wimp to you, but what you're doing is against anything I ever learned in Japan. (starting to sob)

The scene fades to black as Ito is taken away. Shin stands there motionless. There are far off screams begging for mercy and Ito calling for his mother, then gun shots.

Back in Tokyo Kanzaki is visited by Ryoko. She has come to agree to Kanzaki's terms for purchasing her shares in Yal Airlines. Ryoko goes to take a shower, while Kanzaki gloats over his victory over Shin, saying "See, Shin. Ryoko came to me. Now I am going to spoil the thing you treasure the most." In the bathroom Ryoko is undressing when there is a sudden pounding on the bathroom door. Ryoko falls, fearing it is Kanzaki, but it ts Miss Yasuda with the police. Kanzaki is arrested for his involvement in the MB14 crash, and Ryoko leaves with her stock sold for the original price promised to her. On the balcony, Kanzaki finally realizes the trouble he has made for himself. He says to himself" The Fireworks Festival is over... It's all over."



Back in Asran tanks of the rebellion press forward, taking a strategic city. There is now a definite threat that the Royal Forces of Asran shall lose the war. Area 88 is put on full alert, and that night a small passenger plane lands at the base. Shin is called to Saki's office where we see that Saki's uncle, the King of Asran, was aboard the plane. Saki tells Shin that the war is going bad, and the king is going to leave for safety. Shin is told that if he escorts the king's plane to France, his contract will be fulfilled. Shin accepts the mission gladly.

As Shin prepares to leave Mickey tells him to forget about Area 88 when he gets back to Japan. Otherwise Shin will end up like he did. Gwuen speaks to Shin also, telling him he is envious. He wishes he was as lucky to have a country to go back to. And that it was unfortunate they could not be friends. As Shin turns away he says "I don't care who you kill, but using 30mm bullets on parachuters is in bad taste." Gwuen laughs and agrees. Shin boards his plane and leaves, escorted off by all his fellow pilots.

In France Shin meets with a goverment official, who handles the termination of Shin's contract. Shin also asks him to sell his plane, as he will not need it anymore. Shin goes out onto the streets of Paris. He attempts several times to contact Ryoko, but just misses each time. He becomes depressed, as he has no friends in Paris nor a place to stay. Three punks approach Shin and tell him they know of a place he can stay for the night. Shin, suspecting that the three want to rob him, confronts them and scares them. Suddenly he hears gunfire emanating from a nearby store which is being robbed. He proceeds to stop the robbery.

Later on, in jail. Shin is questioned about the robbery. The goverment wants Shin to leave the country because the press may find out about his past. Having a person like Shin in the country could cause some public outcry. Shin realizes that peaceful society no longer suits him. He has no friends in Paris, his only true friends are back at Area 88. He says he feels "Dry... It's like chasing a mirage, only fun I've had was with those three punks." Shins asks if his plane has been sold, it hasn't. He heads to the airport but stops to call Ryoko one last time. She answers, but all Shin says is "Ryoko, Ryoko, you're in Paris...." He listens to her voice for a second then hangs up. Shin gets into his plane and takes off.

Back at Area 88, the base is about to be overrun by enemy forces. Saki tells all the pilots to take as much fuel and ammo as they need, and fly as far away as they can. Their contracts have ended. Saki and the pilots leave in their planes. Many enemy planes intercept them. Saki tells everybody to keep flying and not to engage the enemy, but after they fly through the enemy, Saki turns to re-engage the enemy alone. The others see this and follow. Saki yells at them "Fools! you're going to die.", but everyone tells him that they want to see him (Saki) die and they want him to lead the way to hell.

In the final scene we see Shin flying back to Area 88. He hears Gwuen and Mickeys voices telling him they he would be back. But Shin denies it "I know now that it is Area 88 that hounds me, I'm going back to clear my conscience." He checks various sytems then says "Go!"

END ACT III

As of this issue, no information about Act IV has been released. The origional comics are currently being reprinted in english by Eclipse Comics and VIZ Communications. The comics are quite enjoyable, and offer a more in depth, but slightly different story. Unfortunately it may be several years till the comics reach the point in the story left off by Act III.

By Toshifumi Yoshida
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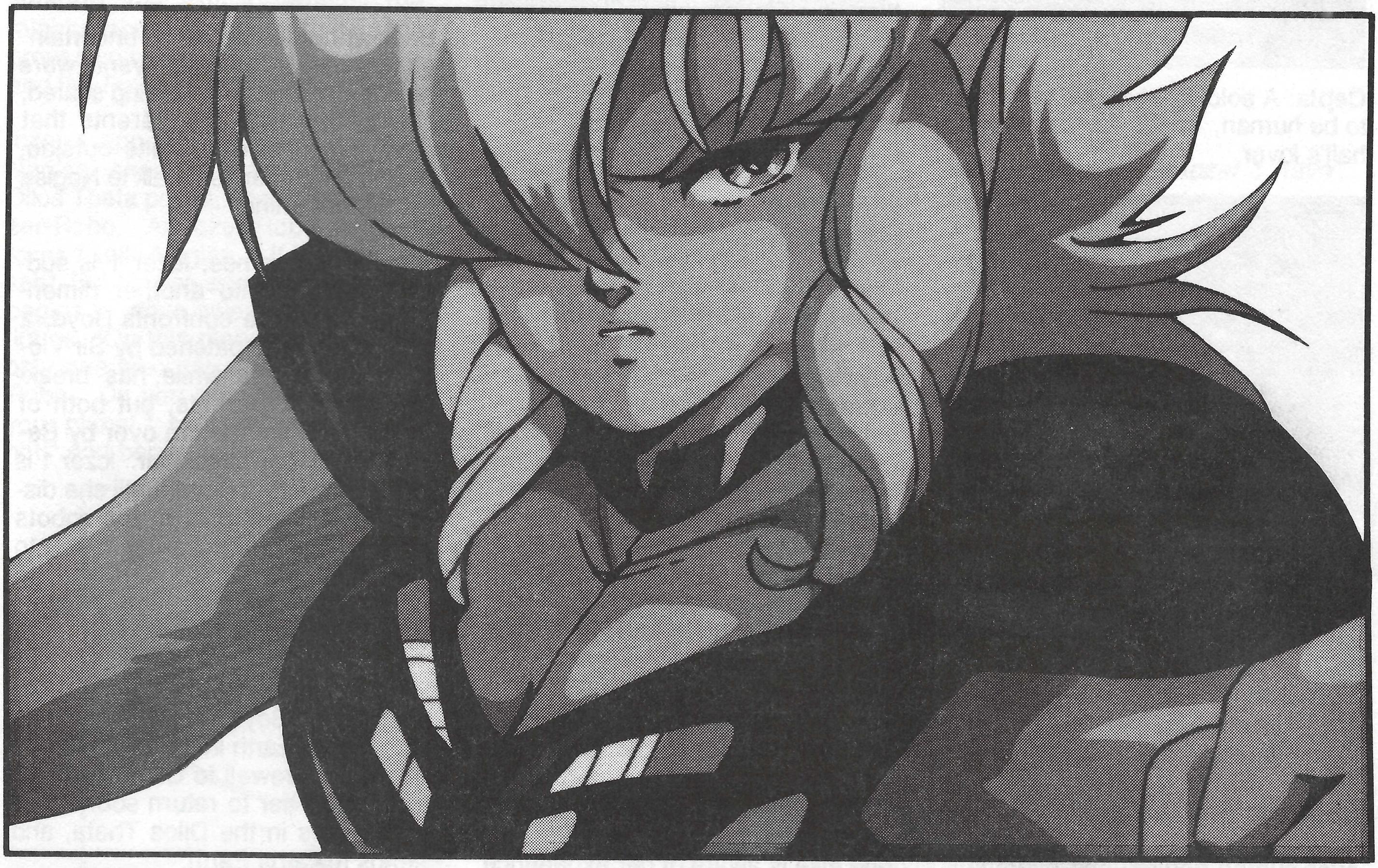


Director and Original Comics by Toshihiro Hirano
Copyright Kubo Book store and A.I.C.
Films by Studio Zweeben
Released 1985

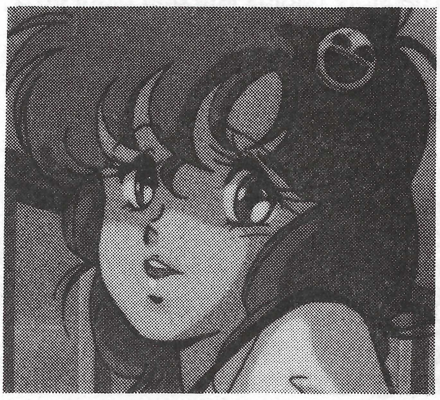
INTRODUCTION:

Iczer 1 is a Japanese superheroine story. It is an animated version of the traditional "live action" series, where young Japanese, with the help of super-science battle monstrous alien invaders. Iczer 1 embodies all of the classic cliche characters, style and plot of the live action shows in modern vigorous animation that provides possibilities (such as special effects) undreamnt of in the live action shows. The final result can be considered either a parody or a tribute to the live action shows, much depending on your opinion of those shows.

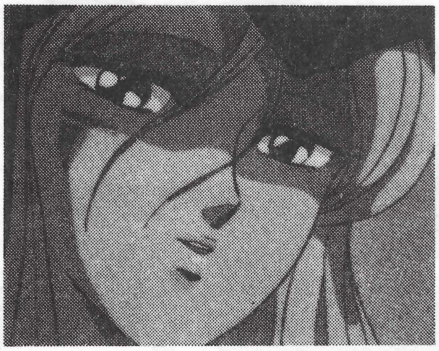
CHARACTER PROFILE:

Iczer 1: Iczer 1 is a female cyborg warrior created by unknown forces to protect earth. But in order to do so she must first contact a chosen human and "synchronize". Only then can she use her full powers to protect the earth. Iczer 1 with the aid of her partner can link with Iczer-Robo (Iczer 1's "other self") to increase her combative powers.

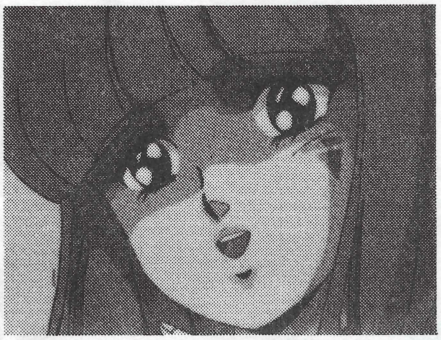
Nagisa Kano: A young Japanese school girl, and unknown to herself, Iczer 1's human partner. She is the only person on earth who can "synchronize" with Iczer 1.



Cobalt: An alien soldier in the Cthulhu army, however looks just like a human female.



Cepia: A soldier, she also, appears to be human, and is apparently Cobalt's lover.



Sir Violet: The commander-in-chief of the Cthulhu forces, she looks like a female, but has a male's voice.

Big Gold: The leader of the Cthulhu, who appears as a mere long haired child in a small glass sphere.

Bedems: The bulk of the Cthulhu forces, they are creatures that take over human bodies, and eventually shed there human skins to reveal there true forms.

ACT 1:

The story begins late one night on a deserted street in Tokyo. Iczer 1 pursues a lone man, who is actually a Bedem. He assumes his true form and Iczer 1 disposes of him.

Meanwhile, aboard the Cthulhu's mother ship, Cobalt and Cepia gaze out at earth. Cobalt assures Cepia that they will soon live there as the Bedems have already invaded the planet. Their privacy is interrupted by a summons from Sir Violet. Cobalt goes to meet Sir Violet, and is informed that she has been chosen to command the Dilos Theta. Cobalt asks when she will be allowed to attack. Sir Violet tells Cobalt "The presence of Iczer 1 has been confirmed. The Bedems have been attacked and Iczer 1 is now trying to make contact with her partner. If she synchronizes with her partner, and her full potential is awakened, she will become a formidable foe. Now is the time to defeat Iczer 1. First we kill the partner. If we fail, then you, Cobalt, must kill Iczer 1."

The scene now switches to Nagisa Kano's house on Earth. It is early in the morning and Nagisa is awakened by Iczer 1's voice calling her name. Nagisa does not give this a second thought, as she is late for school. She rushes down to breakfast and then off to school.

On the way to school she see's Iczer 1 leaning against a tree, and says to herself "Who is she? What a strange outfit? Is that for some movie?" Mami, Nagisa's schoolmate comes along, but Iczer 1disappears before Nagisa can point her out to Mami.

At school, Nagisa is taking a test, when suddenly everyone vanishes. The Cthulhu have shifted Nagisa into an alternate dimension, so that no one will see what happens to her. A Bedem tries to get Nagisa, but Iczer 1 appears and the Bedem retreats. Nagisa is returned to her classroom, only to be repremanded for standing up during the test. No one else is aware of her experience.

On the school roof at lunchtime, Mami makes fun of Nagisa for standing during a test. Suddenly, all of her classmates appear wearing alien masks. They have been taken over by Bedems. Nagisa is throw off the roof, fortunately Iczer 1 rescues her. Nonetheless, Nagisa is so frightened by the experience that she flees when Iczer 1 tries to introduce herself.

Nagisa runs through the streets only to be sucked into another dimension, where three Bedems threaten her. Again, Iczer 1 arrives just in time to save the now unconscious Nagisa.

In the mean time, Big Gold has been watching all the events from the Cthulhu's mother ship. She talks to Cobalt in strange sounds, and Cobalt responds thus "Yes, A plan is in motion to deal with Iczer 1. Yes... Yes madam. However, even if Iczer 1 synchronizes with her partner, I don't think she will realize her full potential. Yes madam... I understand. I will launch the Dilos Theta. Do not worry, Iczer 1 and her partner will be killed."

Back at home, Nagisa is uncertain as to whether the days events were real or just a dream. Feeling scared, she sleeps with her parents that night, while Iczer 1 waits outside, hoping for a chance to talk to Nagisa the next morning.

As morning comes, Iczer 1 is suddenly shifted into another dimension, where she confronts Boyd, a robot warrior dispatched by Sir Violet. Nagisa, meanwhile, has breakfast with her parents, but both of them have been taken over by Bedems, and they attack her. Iczer 1 is unable to defeat Boyd, until she discovers a weak spot in the robots mouth. Iczer 1 arrives just in time to save Nagisa, but is forced to slay the creatures which possessed Nagisa's parents.

Back in space, Cobalt having been informed of Boyd's failure, prepares to leave for Earth in the Dilos Theta. She bids farewell to Cepia, who in-turn urges her to return soon. Cobalt leaves in the Dilos Theta, and heads towards Earth.

Back at Nagisa's home, Iczer 1 introduces herself, but Nagisa pays little attention, she just continually begs Iczer 1 to return her parents. Iczer 1 goes on to explain "I was careless, and your parents were turned into monsters... Nagisa, the Cthulhu are taking over your planet, please give me your help." But Nagisa just continues "No! Give back my papa and mama."

The Dilos Theta lands in Tokyo and begins to wreak havoc. (Note: two of the Characters watching the Dilos land, are Camile and Fa from Z Gundam, an animators joke.)

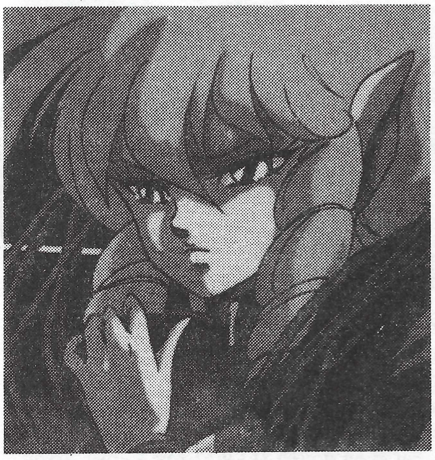
Iczer 1 continues to talk to Nagisa, "I can understand your feelings right now, but..." Iczer 1 grabs Nagisa and teleports away to stop the Dilos Theta.

Cobalt continues her destruction of Tokyo and issues a challenge, "Come on down Iczer 1"

In response to the Dilos Theta's attack, the Self Defense Forces launches thier supreme military weapon, the Fuji 1, against the mighty robot. But modern science proves no match for the Dilos Theta, and the Fuji 1 is destroyed.

Iczer 1 appears on a roof top with Nagisa, seeing the threat that the Dilos Theta poses, she summons Iczer-Robo. As Iczer-Robo appears Iczer 1 tells Nagisa, " It is my other self". But Nagisa screams, "No" and begins to move away. Iczer 1 continues, "On this planet, you are the only one who can unite with Iczer-Robo. Do you not wish to protect your planet." Nagisa screams "I do not!" and begins to run away, but is caught by a beam of energy and pulled into Iczer-Robo.

The two engage the Dilos Theta in combat but are unable to beat it. Iczer begs Nagisa "Nagisa! Why do you not fight. Why do you think only of yourself. Protect your planet! Avenge your parents!" This stirs some thing in Nagisa and she attacks with new strenght. She screams "I will not forgive you! " over and over again. The Dilos Theta is destroyed along with Cobalt.



Back in space, Sir Violet trys to comfort a grieving Cepia saying "Oh poor Cepia! Don't cry! If you are a soldier you understand death." Cepia responds "Yes, Sir Violet. I will kill Iczer 1 with my own hands!" Sir Violet responds sinisterly, "Cepia, How lovely."

Back on Earth, Iczer 1 holds a crying Nagisa among the ruins of Tokyo, and as the scene fades out, the narrator is heard saying "This is not the end of the Cthulhu invasion, have courage Nagisa! Fight Iczer 1!"

END ACT 1

Act II and Act III of Iczer 1 have since been released. Space permitting these will be covered in future issues of ANIMAG.

By: Michael Ebert
Carl Horn
Taka Nagatani

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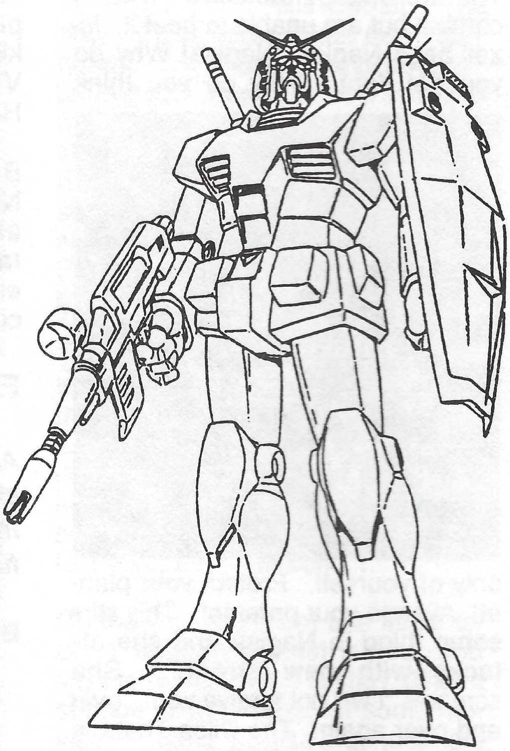
MOBILE SUIT GUNDAM



In the history of the Giant robot animated features, one series stands out head and shoulders above the rest. That series is MOBILE SUIT GUNDAM, produced in 1979 by Nippon Sunrise.

The 43 episode series is credited with having brought a new level of realism and mature storyline development to the robot world of animation. By treating the mecha simply as weapons of war and concentrating on characterization and plot, Mobile Suit Gundam achieved a popularity that spawned three movies, two additional series (Zeta Gundam and Gundam Double Zeta), one of the best villains ever, and lots of merchandising material. We bring you now the story of Mobile Suit Gundam as told through the Gundam Movies)

BACKGROUND:

For several decades, Earth has been forcing its excess population into space. The entire planet is ringed with several hundred colonies, some in hollowed-out asteroids, some of the L-5 configuration (generally called "Sides"), established and occupied by civilian settlers, military outposts and scientific research stations. Most of these have formed their own local government organizations, their own political bases, and their own ideologies.

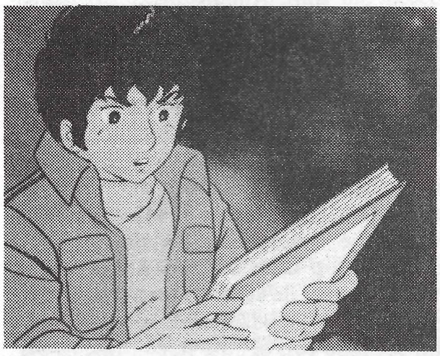
The colony on Side 3, over the course of fifty years, evolved into a military principality and eventually the population was united under the charismatic leadership of ZION ZUM DAIKUN, one of the founders of Side 3. In U.D. 0068, Degin Zabi assassinanated Daikum and then declared Side-3 the Principality of Zion and himself its Duke. The children of Daikum, CASSOVAL REM and ARTASIA SOM, disappeared soon after the death of their father, fleeing to saftey untill they grew up and could perhaps avenge their father's death.

Under Zabi's rule, Zion launched a campaign for independence from the governing forces of Earth. Then when this bid was denied, they changed their efforts to the conquest of other colonies circling the planet. Their population and that of Earth, over the next decade, were halved in the increasingly vicious fighting, as more sides and larger portions of territory on Earth itself fell under Zion domination.

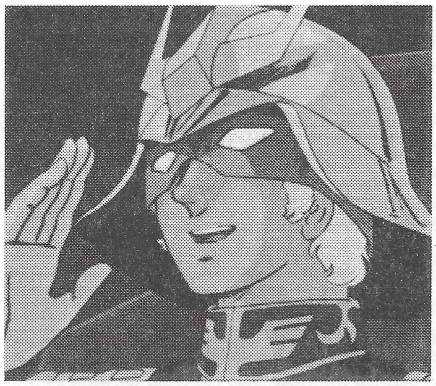
During all of this, it was becoming more and more evident that the human race itself was undergoing a change. A spontaneous mutation known as "NEW TYPE" began appearing with increasing regularity, from both Earth and Zion stock. As their powers became more evident, another struggle emerged: that of the establishment of New Type as a viable racial strain, the eventual replacement for present humanity. While an ordinary human has to use radar to locate objects in space, a New Type's expanded sensory perception allows him to find the object. In a time when the Minoffski particle makes radars obsolete, the expanded sensory perception of the New Type soon becomes a valued commodity. Zion Zum Daikun once theorized that New Types get their power by tapping into the collective consciousness of humanity and since New Types draw their power from the collective consciousness, the naturally develop a telepathy-like ability. Also since every single human is a part of this consciousness, no enemy can hide fronm a New Type. Powerful New Types can influence the collective consciousness, in essence creating a powerful aura. However, the real power of a New Type is the ability to instantly understand another New Type's thoughts, thus making fighting almost obsolete. Unfortunately, the politicians and the generals are not New Types, and they are determined to make New Types remain their pawns.

In the year 0079, Zion declared themselves independent of the Federated Governments of Earth causing a fierce civil war between Zion, with its supporting colonies, and the Earth and her loyal colonies. The primary weapons of war were huge fighting machines that were commonly refered to as "Mobile Suits". After one month of fighting, both sides had suffered heavy losses and the war had reached a point of stalemate. It is in the midst of this civil war that the story of "Mobile Suit Gundam" begins.

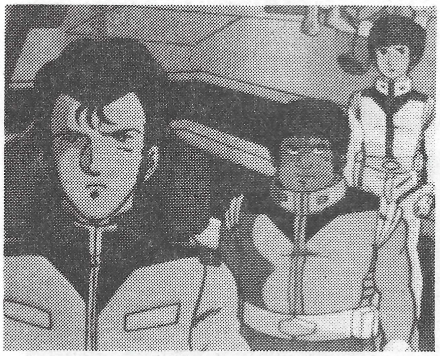
AMURO RAY - The main character and pilot of the RX-78 Gundam. The 16 year old son of Dr. Tem Ray, Amuro is the product of indifferent parental guidance. As a child, he was removed from his home on Earth and his mother to accompany his father to Side 7. Because his mother let him go so easily and his father was insensitive to his emotional needs, Amuro grew up to become an introverted young man. A genius in his own right, he was initially an avowed pacifist when first brought aboard White Base; he was reluctant to fight for fear of killing or being killed. However, when pushed to the limit (as with the attack on Side 7), Amuro would laspe into a berserker rage that made him extremely dangerous to the enemy. He embraces the novice White Base crew, as they become like the family he never had, and gradually draws out of his shell. Amuro is a New Type and one of the most powerful to date. He takes to the Gundam (which he considers his personal property) and its operation with phenomenal speed and efficiency and goes on to become the most gifted Mobile Suit pilot in the war.



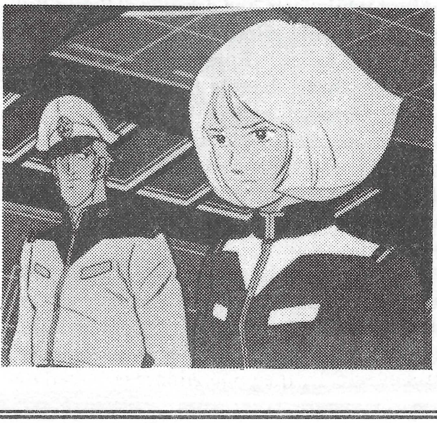
CHAR AZNABLE - Born Cassoval Rem Daikun, he, along with his sister, was taken to a place of safety by Ginba Ral (Ranba Ral's father), after Zion Daikun died and Degin Zabi assumed power. Cassoval was raised by Ginba Ral while his sister was sent to live with friends on earth. He was raised by Ginba Ral for one purpose: To gain vengence for his father's murder at Degin Zabi's hands by killing the entire Zabi family. Cassoval entered the military academy under the assumed name of Char Aznable and rose to the top of his class, while ingratiating himself with classmate Garma Zabi and, subsequently, with Krishiria Zabi. After graduation, Char went on to become the most vicious mobile suit pilot ever seen. Responsible for single handedly destroying five EMF cruisers, Char's tactics and speed in combat, along with his flamboyant appearance, earned him the nickname of "The Red Comet." By the age of twenty, he has been promoted to a Major in charge of the Zion assault on Side 7.Although established as a charming but deadly villian with a one-track mind for vengence, Char later began to aspire to his father's dream of establishing New Type as the new order of humanity. His loyalties begin to crumble when he discovers that his sister Artasia, is not only alive, but fighting on the other side, and erode altogether when Lalah is indavertantly slain protecting him.



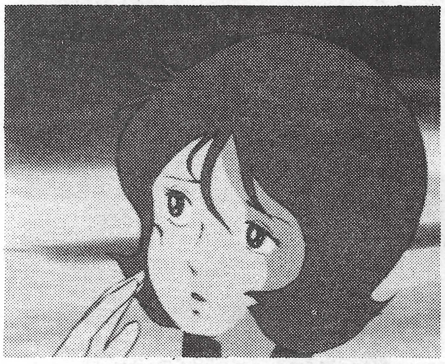
BRIGHT NOAH - The 19 year old commander (by default) of White Base. Originally assigned as Quartermaster to the ship, Bright is forced to assume operational command of White Base when the captain is injured. It is a position for which he is hopelessly unprepared, emotionally and in experience, but the stress manages to bring out the best in him, and he gels into a highly effective battle commander, able to get the best out of his young crew (the average age is 17!). Possessed of a highly British-like reserve, he tends to turn to Mirai in situations where he needs a confidante.



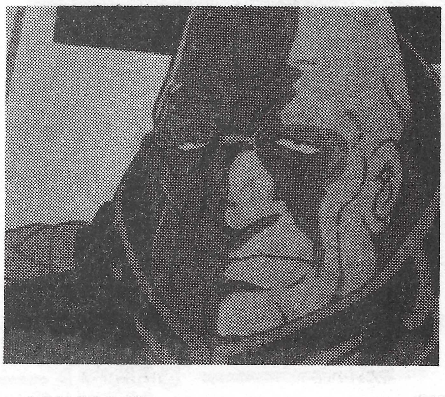
SAYLA MASS - In the aftermath of her father's death, Artasia Som was raised by the wealthy and socially prominent Mass family. Renamed Sayla, she grew up in surroundings similar in luxury to those she had left. At the age of 15, she left home for Side 7 as a medical student, rejecting the indoctrination of revenge that had warped her brother. Two years later, when Zion forces attacked, she chose sides in the battle almost simultaneous with her discovery of what had become of her brother. Devastated at what she saw as Char's betrayal of their father's ideals, she remains at odds with her emotions throughout much of the series, alternately determined to kill and to join him. Initially, the communications liaison, she is later trained as Gundam backup and primary pilot of the Core Booster fighter.



FRAU BOW - On Side 7, Amuro's only friend. Until the Zion attack, she had lived quietly with her mother and grandfather near Tem Ray's home. Amuro built the spherical robot Haro for her as a pet, and Frau filled the dual role of Amuro's casual girlfriend and very nearly the only person to whom he would talk. When her family is killed, Frau gathers what remaining civilians, primarily children, she can find and makes her way to White Base. Her ship functions include medic, communications liaison in Sayla's vacated place and social director for the evacuees until they can be safely off-loaded. Once back in space she becomes primarily occupied with riding hard on the "Gang of Three" and working Amuro out of his moods. Being a healthy 15 year old with an active (if restrained) libido, Frau tends to become dismayed at Amuro's sudden crushes on older women.

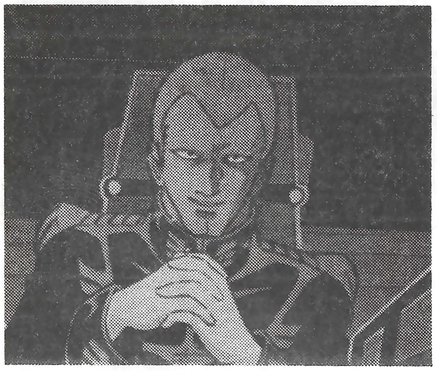


DEGIN ZABI - Absolute dictator of Zion and father of the most venomous litter since the Borgias. He came to power ten years ago after the suspicious death of Zion Daikun. He is continously occupied with run-

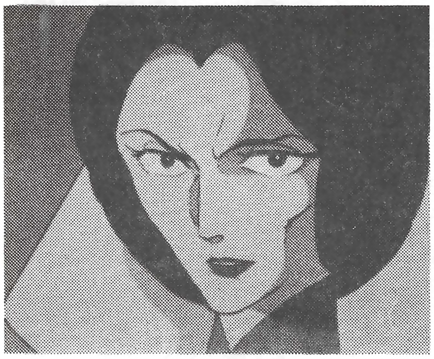


ning a war and trying to keep his offspring from killing each other before the line of succession is decided. After the death of his youngest, GARMA, Degin spends a great deal of time brooding as GIREN, DOZURU, and KISHIRIA to a lesser extent, take turns escalating the war.

GIREN ZABI - At 35 years of age, Giren is the eldest son and chief advisor to his father. The most enthusiastic proponent of all-out war with Earth, Giren is gifted with an I.Q. of 240 and has a political philosophy that pays homage to Atilla the Hun, Machiavelli and Hitler. He has two burning desires: Establishment of a totalitarian govenment with himself as head for Earth and its colonies, and ridding himself once and for all of his sister, Kishiria.



KISHIRIA ZABI - 24 years old, Degin's sole (known) daughter. Although her political goals are similar to Giren's, her views of a suitable leader differ vastly from those of her brother. In charge of all Earth Assault forces, among her subordinates are Garma and Char. Kishiria lacks Giren's ruthlessness and Garma's boyish enthusiasm, but she knows which subordinates to ingratiate and how to deal with superiors. Consequently, she is fanatically devoted to her father and her execution of Giren came as no surprise to anyone, except Giren. Kishiria knows of Char's former identity and his New Type abilities. For this reason she cultivates him, and has since his days at the academy. There is a likelihood that they were on intimate terms at that time, and she believes him to be of great potential use.

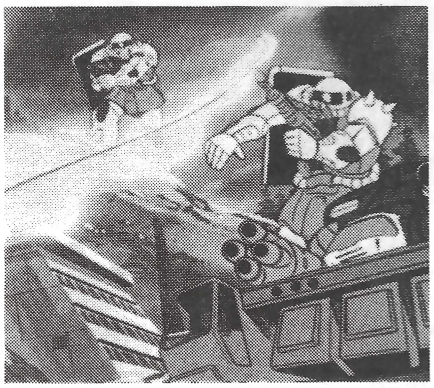


MOBILE SUIT GUNDAM ONE

The Zion - Earth war in space has been in a state of stalemate for over half a year. To catch up with Zion mobile suit technology, the EMF has pushed its R&D team on the Side 7 station to create a powerful, experimental Mobile suit known as the RX-78 GUNDAM. In addition, a new class of assault cruiser has also been developed. Gundam One begins with the prototype cruiser, WHITE BASE, being dispatched to Side 7 with orders to bring the new Mobile suit back to Earth.

While the White Base is arriving, the colony suddenly finds itself under attack by enemy mobile suits. A Zion scouting party has breached the colony and the two pilots decide to destroy the base and the new Mobile suit, rather than to report their findings to their commander, Major CHAR AZNABLE.

In the ensuing attack, the civilian personnel are evacuated to shelters. AMURO RAY is the son of Tem Ray, one of the Mobile suit designers. He decides to head to the port and ask if civilians could evacuate onto the new Federation cruiser (the White Base) that has entered port that morning. Despite protests from his friend, FRAU BOW, he leaves the shelter. An officer bellows at Amuro to get back into the shelter, but seconds later, his car is hit by friendly fire and destroyed. Flying from the explosion, landing near Amuro, is the operators manual for the RX-78. Taking the manual with him, he finally finds his father who tells him the safety of the new prototype mobile suit is more important than the safety of the civilians.



A short while later, the camp is attacked by the same enemy pilots and many of the civilians are killed. Enraged, Amuro, with manual in hand, boards the experimental RX-78 Gundam and in the fastest home study course ever seen, familiarizes himself with the controls enough to take the mobile suit into battle and lay waste to the attacking suits.

Meanwhile, the White Base has suffered serious losses; the pilot has been killed and the captain, fatally wounded. BRIGHT NOAH is the ship's quartermaster. It is his first assignment in space and he is forced to take operational command of the ship. Orders are given to evacuate the colonies' civilians to Earth via the Luna 2 colony.

Later, while Char is examining the wreckage of a mobile suit , one of White Base's newly acquired civilian personnel gets the drop on him. After disarming the girl, SAYLA MASS, he notices the disturbing resemblance between her and his lost sister, Artasia. Before he can ask any questions, he is forced away by the appearance of Amuro in the Gundam. Char returns to his ship and comes back with his mobile suit. Although Char is considered the best mobile suit pilot on the Zion side (he has been nicknamed "The Red Comet"), his first of many confrontations with Amuro ends with no clear victor.

White Base finally reaches Luna 2 and drops off the wounded and most of the civilians. It then heads for Earth with Bright Noah as the temporary captain. Among his first actions are to draft several civilians to serve aboard the ship. Among them are Sayla Mass - a medical student, Frau Bow - Amuro's friend, HAYATO KOBAYASHI - a friend of Bow's, KAI SHIDEN - son of a heavy equipment operator, MIRAI YASHIMA - a pilot, and of course Amuro.

White Base approaches Earth and Amuro is sent out with the Gundam to escort the ship through the atmosphere. Arriving in an attempt to stop them is Char Aznable and three other mobile suits. Once again, Amuro wields the Gundam with amazing skill and destroys two of the three suits, as the third one is vaporized by an accidental reentry into the atmosphere. With the attack foiled, Amuro and his operator's manual accomplish what had been considered impossible for mobile suits - an unaided descent through the atmosphere.

The scene shifts to Char's meeting with his immediate superior, GARMA ZABI on Earth. The two of them are old classmates and friends from the academy.

Garma's earth based forces attack the White Base and proceed to beat the stuffings out of the ship's defenders. Newly recruited pilots Kai and Hayato are put into a life-threatening battle until a reluctant Amuro is finally convinced to join the fray. The entire White Base crew is amazed at Amuro's skill and the Gundam's power in battle as he almost singlehandly wipes out the attacking Zion forces.

When the battle is finally over, the White Base crew meet their liaison with the EMF command, Lt. MATILDA AJANE. Young, lithe and beautiful, she seems to cast a spell of sorts over the young male members of the crew and especially over Amuro.

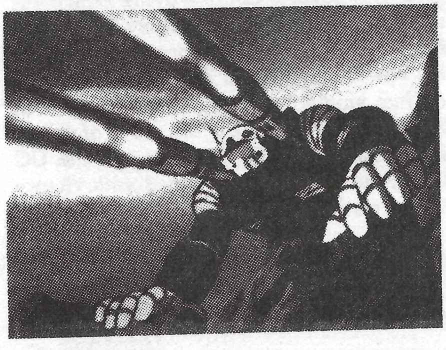
The Zion occupational forces throw a party. While Garma is the hit of the party, he is called away to do battle with the White Base, which happens to be in the area. A firefight follows resulting in Garma's death.

While on some well deserved R&R, Amuro decides to look for his mother who is supposed to be living in the area. The people there warn Amuro to hide his Core Fighter before seeing his mother, since they'd all be killed if a Zion patrol finds it. He locates her and a reunion of sorts takes place. It seems his mother works at a first aid station and she takes him there to see the results of the war. Here, disaster nearly strikes when a Zion patrol almost discover his whereabouts, but the now battle hardened Amuro rids himself of them. No longer agreeing with his mother's passive stance on the war, Amuro returns to the White Base against her wishes.

Bright Noah is given formal command of the White Base. Zion Captain RANBA RAL (son of JINBA RAL) and his wife HAMON are ordered to destroy White Base in retaliation for Garma's death. There is a brief fight in which Amuro discovers that he has yet another formidable opponent in Captain Ral. The fight ends in a draw as Garma's funeral takes place. GIREN ZABI, Garma's older brother calls for a war of conquest to avenge his brother's death.

MOBILE SUIT GUNDAM TWO

The second movie begins with the officers of the two opposing sides in serious conversation. MA KUBE, Zion supply officer, and Ranba and Hamon Ral are discussing tactics for their next attack. GENERAL REVILLE, EMF leader is commenting on the emergence of "New Types". Following these discussions is yet another attack on White Base by Ranba's desert forces. As Amuro dons his flight suit in preparation to board the Gundam, the entire ship's personnel are caught flat-footed when Sayla Mass boards the RX-78 and takes it into battle. She is distressed over the appearance of her lost brother fighting for the enemy and feels she must take a more direct hand in the war.She only succeeds in getting the Gundam's right foot sliced off and is subsequently rescued by Amuro in a GUNCANNON mobile suit. She is promptly tossed into the brig where she continues to be haunted by her new found knowledge of her brother.



In the same firefight, a Zion pilot is captured. Recognizing Sayla (as a Zion woman), he affects an escape and offers to take her along. Instead, she is given the chance to redeem herself by recapturing the prisoner. The enemy pilot manages to breach communications and contacts Ranba Ral with important information about White Base. He then attempts to escape with Sayla in hot pursuit, but is accidentally killed when the crew of the White Base tries to blast through the airlock door with a bazooka. For her actions Sayla is allowed to return to her duties aboard the white base.

Later, Amuro accidentally overhears Bright and Mirai discussing "New Types" and the fact that he plans to replace Amuro as the primary Gundam pilot. Shaken by Bright's comments, Amuro promptly deserts, and for good measure, takes the Gundam with him. He buries the Gundam in the desert sands and heads into a small town for lunch. While there, a Zion squadron arrives, led by none other than Ranba and Hamon Ral, the very group they have been battling. They are reasonably certain about his identity, but with the appearance of Frau Bow, who has figured out where Amuro might be, they decided to let them both go.

Ranba orders them followed, and the location of White Base is discovered. He then leads his mobile suits in yet another attack. Realizing what has happened, Amuro is forced to unearth the Gundam and returns to defend the ship, once again routing the enemy with the powerful machine. In gratitude, Amuro is promptly thrown into the brig!

Lieutenant Matilda Ajane returns with the plans for a powerful new fighter craft, the Core Booster. Sayla Mass is selected as the pilot and her training begins immediately.

Ranba Ral has decided that a frontal assault is the only way to take out White Base. In the following attack, his instincts seem to bear him out, as the White Base crew is sorely pressed to repel the jet pack attack. Sayla once again takes the Gundam into the fray and displays considerably more skill in battle than the first time. Amuro is released from the brig to aid in the defense of the ship and takes over for Sayla in the Gundam. Ranba and his men have penetrated deep into the ship and in the midst of the action, he runs into Sayla and immediately recognizes her as Artasia, Char's sister. In this battle, RYU, one of the few original pilots of White Base, is seriously injured. Driven away, Ranba succeeds in reaching the control room, but his accomplishment is short lived. Cornered by the White Base crew, he chooses a fiery suicide over capture.

Another battle ensues as three Zion mobile suits attempt to finish White Base, but the timely intervention of Lt. Ajane's diversionary tactic in her command ship and Sayla's debut in the new Core Booster fighter, turn the tide. Unfortunately, Lt. Ajane also looses her life in this firefight.

Hamon Ral leads one last attack against White Base to avenge her husband's death and actually manages to gain the upper hand with Amuro and the Gundam until Ryu's suicide dive allows him to finish off the last of the Zion forces in the area. At the conclusion of funeral ceremonies for Lt. Ajane and Ryu, White Base heads for England for to get more supplies and a little rest and relaxation.

MIHARU is a young woman who spies for the Zion in order that her brother and sisiter can eat. She spots the arrival of White Base and immediately contacts the Zion unit operating in the area, which happens to be led by Char Aznable. She then visits the EMF base and attempts to get some useful information from the White Base crew. She eventually latches onto Kai and, taking a genuine liking to him, brings him home for a picnic with her family. Her attempts to gain basic information from him causes Kai to quickly peg her as a spy. He had originally planned to leave the crew, but when White Base comes under attack he hastens off to rejoin them.

After the battle, Miharu manages to sneak aboard White Base and gather enough important information to pass on to her Zion contact. However, she is discovered by Kai and confesses to him her profession. With yet another attack on the ship, she begins to realize the consequences of her actions. Because he really does like her, he covers up her presence on the ship and gives her a chance to redeem herself by joining him in beating off the attack aboard an aerial missle launcher. She indeed redeems herself, but at the cost of her life.

White Base finally reaches JABRO BASE, the EMF's main headquarters, where the ship is refurbished, rearmed and refueled. It is here that Amuro meets CAPTAIN WOODY, the base commander and Lt. Ajane's fiancee. After informing him of her brave death, his only response is that she died in the line of duty. The crew is decorated and given time off to rest.

The "Gang of Three" (the three children aboard White Base) having managed to elude their babysitter, are off and running about exploring the bowels of the complex. They stumble upon an underground room that is filled with Mobile Suits that are being stored for the big push that is coming up against the Zions. They also stumble upon the raiding party led by Char Aznable.

Char and his men have planted explosive charges all over the hanger that will destroy the suits and they leave the kids tied up to await their doom. This action turns out to be a mistake as the hyperactive children not only manage to escape their bonds, but gather up all of the charges, deposit them in a buggy and drive it to an upper level where they are discovered by Amuro, Hayato and Kai, who then manage to dispose of the charges just in time. While escaping, Char and Sayla meet again and he tells her some of the facts about their relationship and heritage. Then Mirai shows up shooting first and asking questions later.

White Base receives a replacement pilot for Ryu, SREGGAR RAU. An apparent womanizer, he immediately sets his sights on Sayla, who immediately puts him in his place. With Char leading the way, Jabro Base comes under heavy Zion assault and once again. Char and Amuro engage in another vicious duel, again with no clear cut winner. The battle finally over, White Base receives important orders: They are to go back to space to act as a decoy for the main fleet, as the Zions seem tobe obsessed with trying to destroy the White base. They leave immediately for outer space.

MOBILE SUIT GUNDAM III

Soon after leaving Earth, White Base's position is picked up by Char's intelligence network. Unable to intercept White Base, Char orders a Zion patrol fleet in the area to intercept and destroy White Base, which turns out to be wasted effort. Amuro, in the Gundam, Kai and Hayato in Guncannon suits, and Sayla and Sreggar in Core Boosters wipe out the attacking forces with little effort. Bright decides to take a new route before Char can mobilize his other forces. He chooses the neutral province of Side 6 as the new provisions port for the ship.

As White Base awaits approval for landing, Bright discovers (much to his displeasure) that the inspector, CAMERON BLOOM is actually Mirai's fiancee. After docking, the ship's crew is given liberty within the colony and while out shopping, Amuro discovers his father is still alive.Sucked out into space in the Gundam I, his father was rescued and brought to Side 6. Due to oxygen starvation, he has lost a part of his intellect, but he is as cold as he ever was towards his son and exhibits little feeling for Amuro. In tears, Amuro realizes that his father is no longer a part of his world and leaves.

The next day, while taking shelter from a rainstorm, Amuro chances to meet a strange and beautiful girl on the doorsteps of a large house. Amuro has an overpowering attraction towards the girl that he can't explain, but she leaves before he has a chance to really talk with her. However, later his jeep becomes stuck in the mud and the passing vehicle that stops to help him contains not only the girl, LALAH SUN, but also her apparent mate, Char Aznable! Char (a Newtype) gets the feeling that he has met Amuro before but can't recall exactly where. Meenwhile Lalah is amused to see this young Federation soldier become so nervous upon meeting an enemy officer, especially since he is the legendary Char Aznable.

The next battle between the Earth-Zion forces has an added attraction; it is to be televised to the entire world. Taking place outside of the Side 6 neutral zone, White Base engages a Zion task force of twelve mobile suits and three heavy battleships. Despite a ratio of nearly 5 to 1 in favor of the Zions, the viewing audience is stunned to see Amuro and company lay waste to their opposition and make it look easy. White Base then heads for the ruined colony of Side 5, with Mirai, no longer able to agree with Cameron's pacifist attitudes, rejecting his proposal of marriage. The fact that she is fast developing real affections for Sreggar also helps her decision.

While on the brief stop at Side 5, Amuro takes on a little information gathering in search of possible enemy forces. Unknown to him, Char and Lalah are in the area. Significantly, Lalah becomes psychically aware of his presence. Char investigates the intruder and the two engage in a short, but vicious duel which Char breaks off when he realizes that Lalah is about to be exposed to several explosions.

Later, Sayla encounters Char who provides her with more details on their heritage and their true destiny. Unknown to Sayla, Bright overhears the conversation, but decides to keep the information to himself for the time being. From Side 5, White Base rejoins the Federation fleet that is preparing to attack one of the Zion strongholds, Solomon Fortress. Part of the Federation fleet is deployed to offer a false front while the Solar System mirror, a weapon of great power is prepared. After a tremendous series of battles, the Federation wins a great victory and White Base loses another member. Sreggar is killed a few hours after Mirai accepted his proposal of marriage.

With the strongest defense of the Zion Empire breached, GIREN ZABI gets his father's approval for his ambitious Colony Laser. At nearly the same time, the Zion have completed their research into New Type weaponry. The Elmes, a mobile armor that incapacitates its enemies by mechanically amplifying Lalah's aura, is capable of destroying Federation ships from beyond the range of their sensory array.

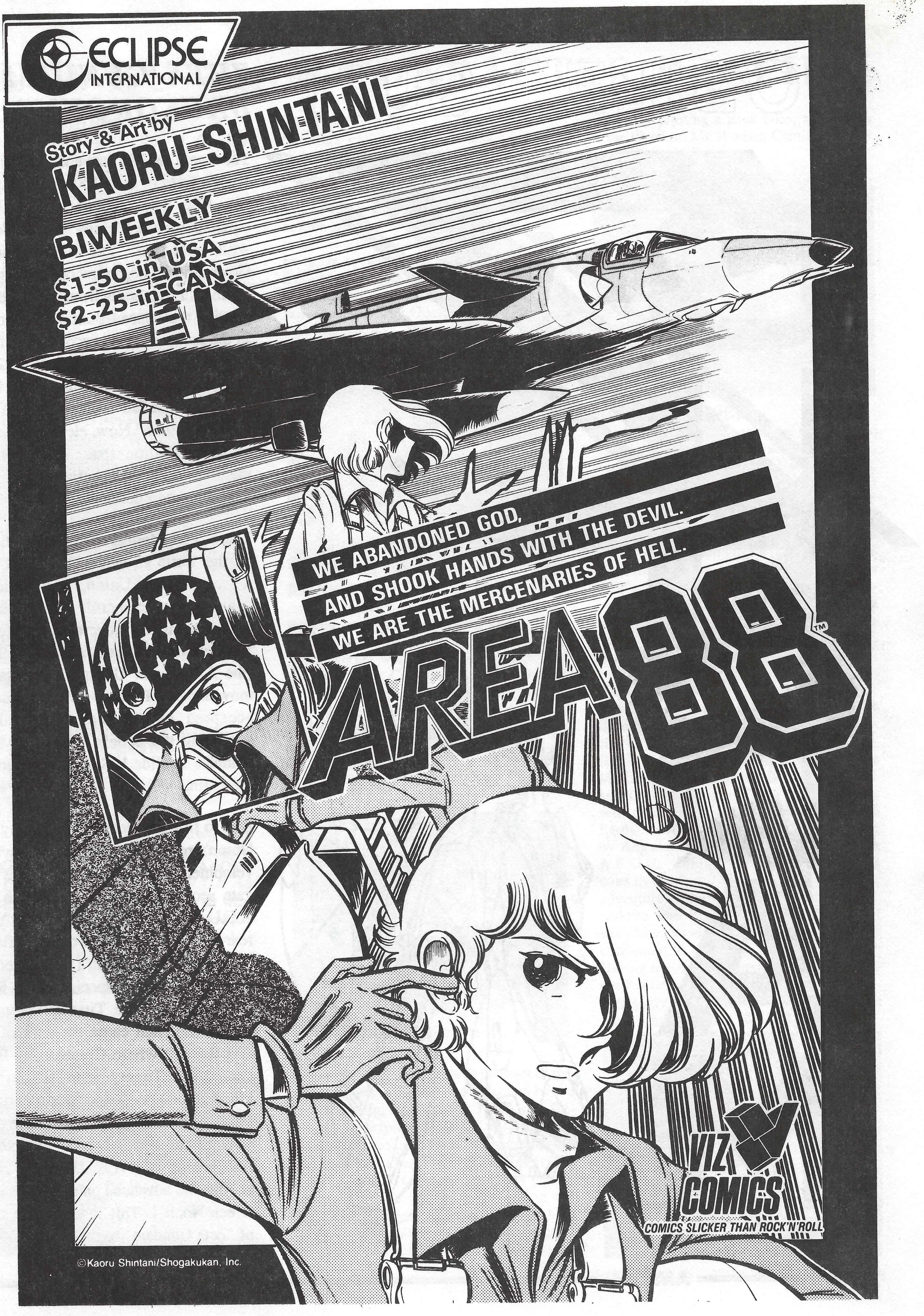
The deployment of this weapon brings about a nasty confrontation with Char and Lalah on one side, and Amuro and Sayla on the other. In the midst of battle, Amuro and Lalah join in psychic union as they discover they are perfect new type matches. The mental romance is brief as Lalah ends up sacrificing herself to save Char from certain death at Amuro's hands. Shedding a lone tear, Char retreats, sensing he is no match against Gundam's pilot at this point, and vows to avenge her in the future. Amuro is almost devastated by the loss of Lalah because of their New Type union. Within a short time after the victory at Solomon, the Federation is pressing forward towards the final stronghold of Zion power and the stage is set for the final battle between Earth and Zion. However, just before the battle, Emperor Degin Zabi requests and receives an armistice.

EMF leader General Grenville and Degin both bring sizeable fleets with them, but Degin is genuinely tired of war and is willing to negotiate. The negotiations are rendered a moot point when Giren, against his father's orders, fires the mighty colony laser on the armistice conference, wiping out within seconds a third of the Federation fleet, the Zion forces that were there, and his father .

In the resulting chaos, KISHIRIA ZABI mobilizes the Zion Luna assault fleet and manages to turn the tide of battle in favor of Zion. The first phase of the battle had gone completely wrong for the Federation.

The Federation does not gain the upper hand until the third phase of the assault, at which time Kishiria executes her brother for the crime of patricide. With the battle finally brought to the Zion's doorsteps, the Federation task force, including White Base succeed in breaching the final Zion fortress. Char, in the mobile armor Ziong with telekinetically controlled weaponry, and Amuro, in the Gundam, wage their climatic final battle. Amuro programs Gundam to walk and shoot at the Ziong automatically. With their suits destroyed, Amuro and Char continue their battle with rapiers until interrupted by a horrified Sayla. Reconciliation of a sort takes place. She relates to Char the friendship of Amuro and to Amuro, the fact that Char is her older brother. A sudden explosion separates the trio and Char saves his sister's life. Char and Sayla speak to a dying Zion commander who was abandoned by Kishiria in her haste to leave. Char personally fulfills his vow to destroy the Zabi line and moves on into animation history (He'll be back in Zeta Gundam) and for the crew of White Base, the war is finally over. In the UC 0080, the one year war ended with victory for the earth forces.

By Rodney Leong
Calvin Wade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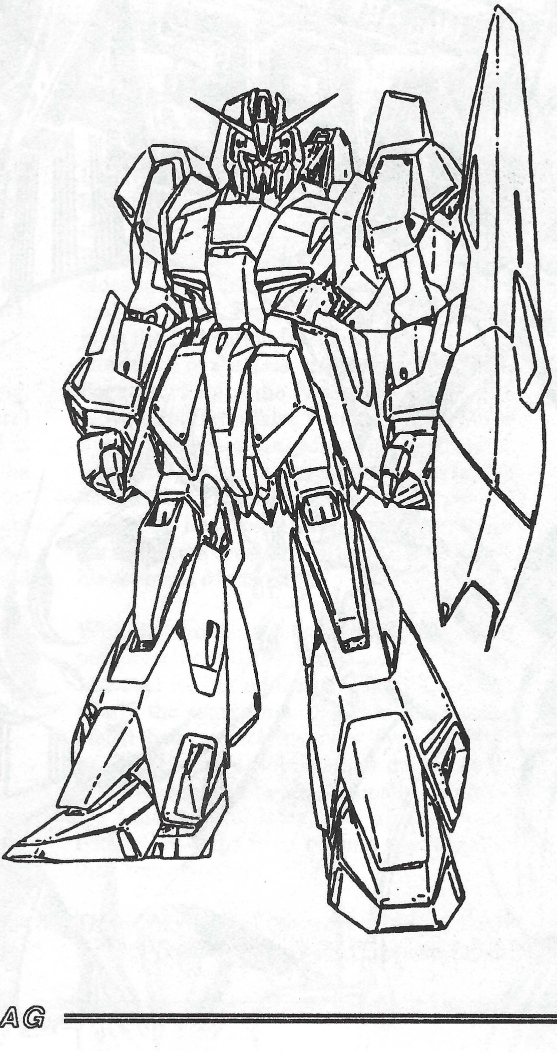
MOBILE SUIT Z GUNDAM

ZETA GUNDAM BACKGROUND:

The One Year War had ended, sacrificing the lives of over 100 million people. After the war, the people of Earth equated Space Colony independence with rebellion. The Union (Earth's Government) began reconstructing the Earth with materials from space, disregarding the Space Colonies destruction in the name of Earth reconstruction. In a time before the One Year War, Zion Daikun, the charismatic leader of Side 3, had demanded "Freedom from the whims of Earth" Now, eleven years later, forty million space colonists remembered his prophetic words, and waited for their deliverance.

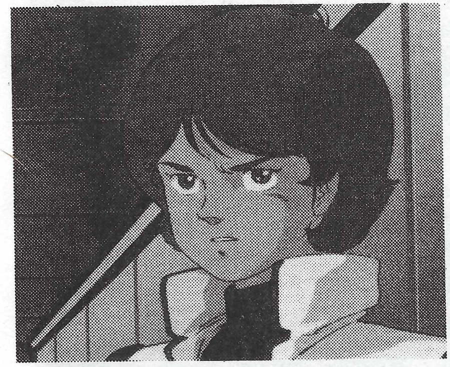
There were doubts against the policies of the Earth government. Blex Fora, a Senator of the Union, fled to Side 2 (Sweetwater) to recruit supporters for his proposals of government reform. This led to the formation of A.E.U.G (the Anti-Earth Union Government movement.) Their ideas were readily accepted by the Space Colonists, spreading the beliefs from the Moon colonies to Side 1, Side 4 and even to the Earth.



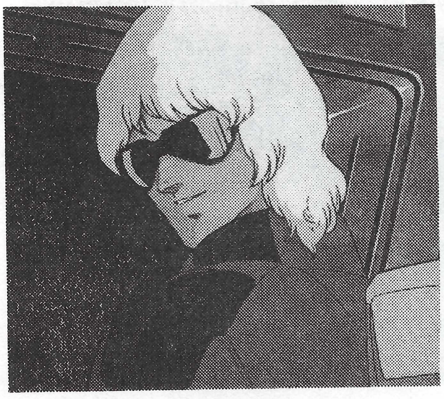
Due to financial losses incurred by the Union's restriction of space colony development, Earth Industrialist (the private sector) became interested in the A.E.U.G.'s "free space movement". In fear that the A.E.U.G. would get financial support from Earth's private sector, the Union formed a special armed forces unit called the Titans to stop the A.E.U.G.. Then came the case of the "30 Bunch" where Commander Bosk Om of the Titans, using poison gas, killed 30,000 people on Side 4 during a pro A.E.U.G. rally. This massacre only strengthened A.E.U.G.'s resolve to fight harder. The A.E.U.G. space cruiser Ahgama advanced on the Titans base Green Noah 1. This is where the story of "Zeta Gundam" begins.

ZETA GUNDAM CHARACTER PROFILE:

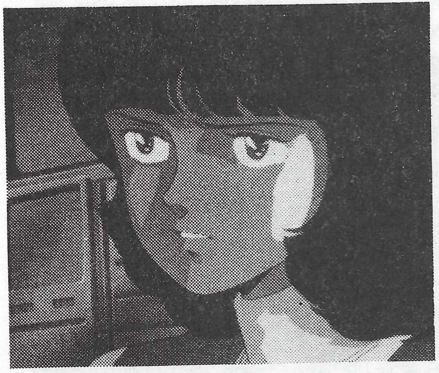
CAMILLE VIDAN
Born on Green Noah 1 (Side 7), Camille was a bright student, winning honors for building Jr. Mobile Suits. Camille has an aggressive and argumentative nature, which is enhanced by feelings of inferiority about his feminine name. His temper drew the attention of the military police, who harrassed him as a possible A.E.U.G. suspect (his stealing the Gundam Mk II was more of a "get-back" at the Titans than any politically motivated action). In the action at 30-Bunch colony, he develops his New Type abilities and becomes a full crew member of Ahgama. Prone to brooding and bouts of peevishness, he is capable of many small kindnesses, paralleling Amuro's early emotional development in this respect. (Episodes1-15)



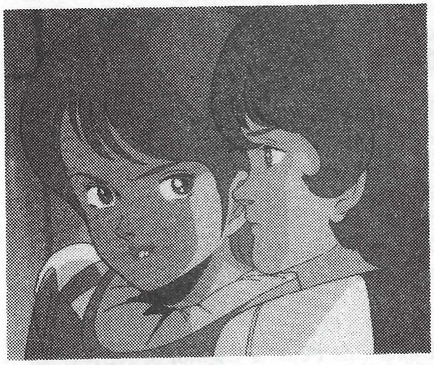
CHAR AZNABLE
After the explosive Zion debacle at the end of Gundam, Char Aznable faded away for a time, taking the name of army captain Quattro Bagina. He retained his father's desire for space independence, though, and disliked the vengeful route the Federation government was taking with the defeated colonies. In U.C.0085, before the start of the series, he helps rescue Senator Blex Forra from arrest by Federation military, and later participates in the formation of the A.E.U.G. As Quattro, Char prefers to influence A.E.U.G. actions by advice and example. Even when confronted by Hayato Kobiyashi and Camille, he denies his famous background. It requires Blex's assassination by the Titans to bring him out as an active, visible political leader. (Episodes 1-15)



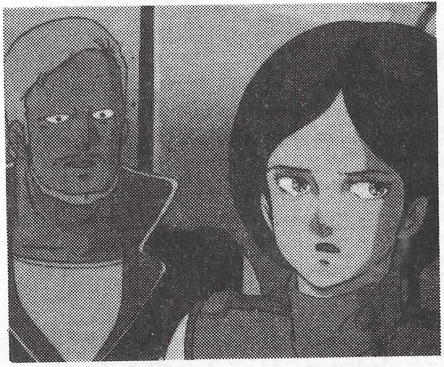
FA YURI
Camille's childhood friend and neighbor, with the same relationship to him as Frau Bau to Amuro. Because of her connection to Camille, Fa's parents were arrested, and she was in the process of being exiled to Earth before joining the A.E.U.G. Highly emotional, she later attempts foolhardy actions in order to win back Camille's attention from Mobile Suits and other females. The care of Shinta and Qum, two small children brought aboard by Quattro, brings out her maternal qualities. (Episodes 1,2,10,11)



RECCOA LONDO
An anti-government rebel since she was 16, Reccoa performs intelligence and general functionary tasks aboard Ahgama. A tall, good-looking woman with easy charm and wit, she helps Camille adjust to his first days aboard ship, becoming the subject of a mild crush as a result. Reccoa's skills and unruffled nature are put to the test by her most important assignment to date: the infiltration of the E.M.F. (Earth Federal Millitary) Jaburo base before the A.E.U.G. raid. (Episodes 3-6,9,12,13)

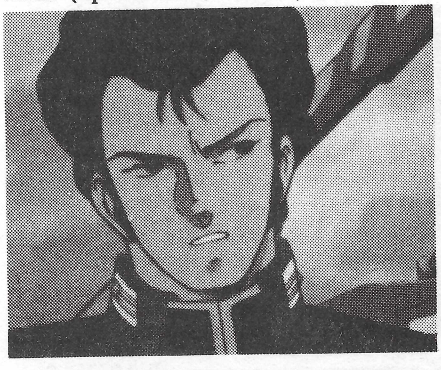


EMMA SHEEN
Lieutenant with the Titans at the start of the show, Emma is pushed into defection by the brutal treatment of Bright Noah and Camille. A recipient of Titans elite pilot instruction, it requires a trip to the site of the "30-Bunch Incident" to completely convince her of A.E.U.G.'s cause. An overly proper nature, with its emphasis on "doing the right thing", Emma tends to badger both Fa and Camille after any "unsound" actions they take, tactically, socially, or otherwise. Originaly piloting a Rick Dias, she moves to the Gundam Mk II when Camille obtains Zeta. (Episodes 1-11)



HENKEN BEKNER
The first captain of Ahgama, he was replaced by Bright Noah just before the Jaburo Operation. Bekner then transferred to the Radish, a newly arrived cruiser. Bekner worked closely with Blex Forra and Quattro Bagina in a smoothly functioning triumvirate that could easily handle a touchy young pilot with a newly-stolen mecha (and all the problems the two would entail.) Much to his crew's amusement, the buff and hearty Bekner (who looks like he was carved from a tree trunk) has begun a teasing relationship with the more reserved Emma Sheen. (Episodes 3-11)

BRIGHT NOAH
The famous captain of the legendary White Base has since fallen on hard times. Now in charge of the passenger shuttle Temptation, Bright is on hand for Camille's theft of the Mk II. After a beating by Bosque Om's officers for interfering in Titans' business, he is sent to deliver Fa and other suspects to Earth. When the Temptation is intercepted by Ahgama, Bright accepts a position with A.E.U.G. Joining to correct the wrongs done by the Titans (rather than for revenge or adventure), Bright retains his noted British reserve and dignity. Among the casual shirtsleeve appearance of Ahgama's crew, he continues to wear his E.M.F. uniform. Having seven years command experience under his belt, he is well prepared for the increasingly serious battles the Ahgama must enter. (Episodes 1-3,10,11,13)

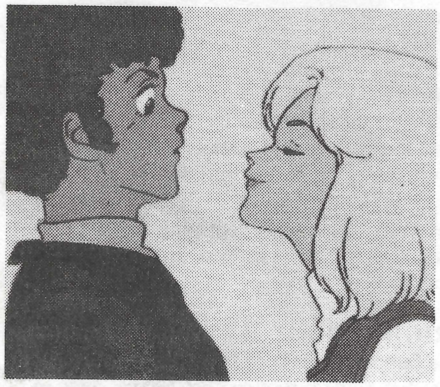


ROBERT & APORI

Rick Dias wingmen of Quattro Bagina and two of the leading Mobile Suit pilots aboard Ahgama. Treated as adversaries by Camille, they become his valued friends. Robert falls fighting a rear-guard action at Cape Kennedy so that Apori, Reccoa, and others can escape via space shuttle. Robert (Episodes 1,2,4,5,9-13) Apori (Episodes 1,2,4,5,8-13)

AMURO RAY

Pilot of RX-78, and reluctant hero of the One Year War, Amuro now sits under virtual house arrest in the Rocky Mountains. Because of his New Type abilities (he is one of the most powerful alive today), the E.M.F. put him under surveillance as a possible danger to them. It's ironic, an aversion to violence and a phobia of space have rendered Amuro apathetic to recent events. He is often visited by, and remains good friends with Frau Bow, although she has since married Hayato Kobiyashi. With Katsu's prodding, Amuro joins the Kalaba. (Episodes 6,13-15)

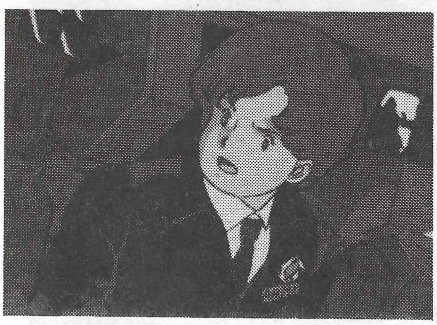


BELOTICA IRMA

Kalaba courier and pilot-employee, she is strongly attracted to Amuro by his wartime fame and hints of his exceptional New Type power. Bold and outspoken, Belotica pursues him from the moment they meet, causing no end of disquiet in the normally reserved Amuro. Later, a talk with Mirai Noah (Bright's wife) helps Belotica understand him better. This tempers her ardent attempts to act in (what she perceives) his best interests. Finally realizing her dedication to him, Amuro returns some of her affection. (Episodes 15)

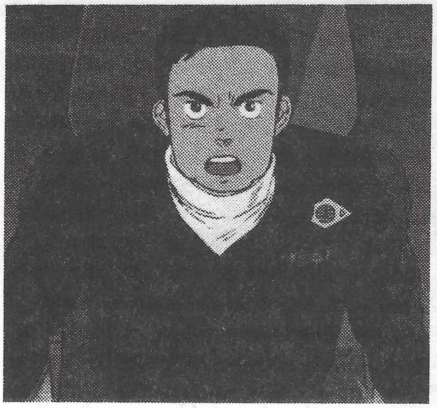
KATSU KOBIYASHI

Oldest of the "Gang of Three" from the original show, he convinces Amuro to take an active part in the rebellion. Over his foster father's objections, Katsu enters battle with the A.E.U.G. pilots and then sets out into space with Quattro Bagina. A headstrong New Type; fired up with more enthusiasm than common sense, he is always ready to fight the Titans. (Episodes 13-15)



HAYATO KOBIYASHI

Former Guntank pilot during the One Year War, Kobiyashi married Frau Bow and adopted the "Gang of Three" as his own. Using directorship of the War Museum at Cape Kennedy as a cover, he is one of the leading men in the Kalaba. After the Jaburo Operation, he becomes captain of the Aldomura, a giant plane stolen from the instellation and used as a Kalaba base. (Episodes 12-15)



ANOSTAGE MENDOSA

Scruffy co-designer (with Camille) of Zeta Gundam, the chief M.S. mechanic's job falls to Mendosa. Capable of modifying or repairing any mecha aboard Ahgama (including those of her enemies), his bane are pilots who launch their suits without orders or before full repairs are made. The usual result is: 1) greater damage or complete destruction of the suit, and 2) another sleepless night in the maintainence bay for him. (Episodes 3,5-10)

BLEX FORRA

Former Earth Federation senator and a current leader of A.E.U.G., was arrested by the Army for an end to space colony oppersion. Rescued by Quattro Bagina (Char), he has helped formulate A.E.U.G. policy for over 2 years before the Ahgama visits Green Noah 1. A large man, with a strong resemblance to Abraham Lincoln, Forra lobbies endlessly at Dakar (the Federal Capitol in Africa) for A.E.U.G. legitimacy and colonial independance. Assassinated by the Titans, Blex's last request is that Char take the leadership. (Episodes 3-8)

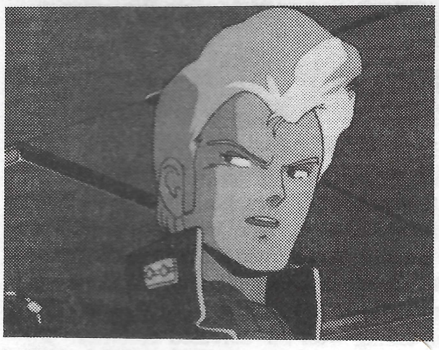
JAMITOFF HAIMAN & COL. BOSQUE OM

The Master of Titans and his chief of operations. A politician with former Zion connections, Haiman's sinister intellect is the guiding hand for Bosque Om's ruthless brutality. Haiman is truly suited to lead the primary menace of the Z Gundam world. His duty is clear: A.E.U.G. must be destroyed, and the Titans organization must be preeminant within the government.

Bald, bullet-headed, and begoggled, Col. Om looks like he should be breaking legs alongside his thugs, rather than commanding a spacefleet. He is responsible for the gassing of an entire colony in order to suppress political dissent. This "30-Bunch Incident" at Side 1 is the act which galvanized the A.E.U.G. into being. One of his favorite passtimes is developing new methods of destruction. Haiman (Episodes 13) Om (Episodes 1-5)

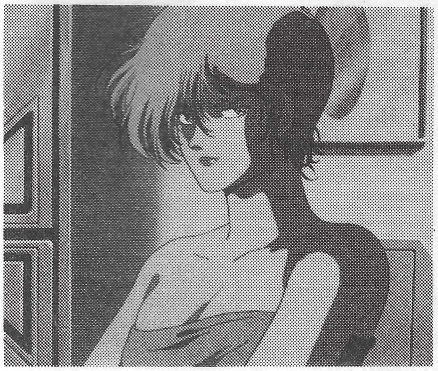
JERID MESA

One of the first Titans pilots of the Gundam Mk-II, Jerid was also the first real opponent to run afoul of Camille's considerable temper. Defeated several times by both Camille and Char (though always putting up a stiff fight), Jerid goes to greater extremes in both technology and risk in order to match his opponents. Intensely dedicated to his military duty, he is not as concerned with the course of the war as he is with a chance to destroy Camille Vidan and the Gundam Mk-II. (Episodes 1-12)

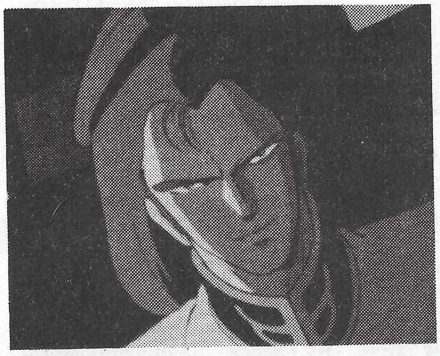


LYLA MIRA LYLA

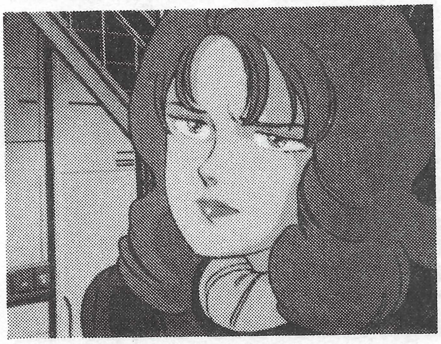
Originally from Luna 2 and based on the E.M.F. crusier Bosnia, Lyla is a no-nonsense officer in charge of the Galbaldy Beta team on liason to the Titans. All she wants is recognition of her team's abilites and personal glory. That's the reason she agrees to train Jerid, in return for chances to sortie. Engaging Camille in battle at Side 1, Lyla discovers, at the moment of her death, the true nature of the New Type-Old Type relationship. (Episodes 3-7)



PAPTIMUS SCIROCCO
Also known as "the man fron Jupiter ", he commands the giant refinery ship Jupitoris. Scirocco makes his presence known, uses the Messala (his personally designed and hand-built Mobile Armor) as he attempts to break up the Jaburo Operation, destroying a cruiser in the process! By designing the Messala, Scirocco is the first person to create a transformable mobile armor. The superority of his design combined with his expert piloting skill make Scirocco a formidable foe. Scirocco's striking appearance mirrors the mind within; devious and manipulative. He covers his lust for power with languid mannerisms: a classic anime villain in the mold of Go-Shogun's Leonardo Bandoli or Yamato's Desslar. (Episodes 10,11)



ROSAMIA BADAME
Created as one of the Titans bio-soldiers at the Augusta New Type Research Institute, Rosamia is gifted with superb fighting skills and cursed with an unstable mind-set. Assigned to the newly designed mobile armor Gaplant, Rosamia attacks the Aldomura as it crosses the U.S. In battle she displays a smugness and arrogance inherent in the superiority of her abilities and mecha. Unfortunately, the brainwashing process which made Rosamia New Type had to compete against a powerful childhood trauma: she witnessed a colony striking the Earth during the One Year War. This dictotomy manifests itself in anxiety attacks, where she doubts her ability and clings to the nearest strong authority figure. Camille, with Katsu's and Quattro's help, defeat her at the Golden Gate Bridge, destroying the Gaplant and believing her dead. Surviving, she returns late in the series, to play an important role in Camilles life. (Episodes 14,15)



BRAUN BRUTAK
Asshimar pilot commanding the battle group from the Augusta New Type Institute, and Rosamia's superior officer. His pursuit of the Aldomura gives Amuro his first combat challenge in this new war. (Episodes 12-15)

WON LI
A representative of the president of AnaheimElectronics, Won Li travels with A.E.U.G. ships, observing the performance of A.E.-built Mobile Suits and the pilots who fly them. Sarcastic and arguementative, Won Li, will most often, make his point with his fists (usually on Camille to "correct" his bad attitude). (Episodes 8-10)

FRANKLIN & HILDA VIDAN
Camille's parents. They served as civilain contractors for Mobile Suit contruction on Green Noahs 1&2. Franklin was a designer for the Titans, and a thoroughly unlikable man, more concerned with the disgrace Camille had brought to his career than the fact that his wife had been taken hostage to compel his son's return. Hilda was a quieter person, Camille's favorite parent when he was young. She was a materials engineer for the E.M.F., but she became the Titans' bait to recover Camille and the Mk-II. The cycle of revenge between Camille and Jerid Mesa began with her accidental death at Jerid's hands. Franklin (Episodes 2-5) Hilda (Episodes 1,3)

EPISODES 1-15

EPISODE 1: "BLACK GUNDAM"

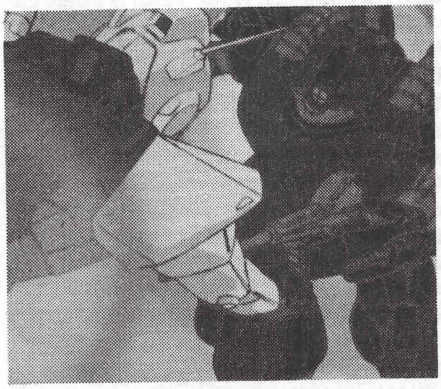
Three Rick Dias mobile suits approach the space colony Green Noah 2. Inside are the A.E.U.G. pilots Quattro Bagina, Apolly, and Robert. Their mission is to gather information on the Titans' new mobile suits. Meanwhile; inside the colony , Camille Vidan skips Karate practice to go see Bright Noah, the captain of the shuttle Temptation and former captain of the famed battle cruiser White Base. Outside the colony, a strange sensation comes over Quattro "...This feeling... Is it Amuro Ray?...Or is it Lala Sun?" Quattro thinks as he first senses Camille's New Type abilities. Camille at this time is making his way to the Space Port. As Camille arrives he encounters several Titans pilots. One of the pilots, Jerid Mesa, overhears Fa Yuri calling to Camille and muses to himself, " A man...with a woman's name...". Camille hears this in his mind through his New Type abilities and is enraged. Camille has suffered this type of torment about the gender of his name for most of his life. Camille in his anger hits Jerid and starts a fight with the other Titans pilots. Overpowered by numbers, Camille is soon arrested and taken away.

Back in space outside the colony, Quattro successfully sneaks into an airlock of the space colony. Once inside, Quattro begins his mission and gets vital information on the Titans' base and their new Mobile Suit, RX-178 Gundam MK-II. While taking photos, Quattro is discovered by a Gundam MK-II during its test flight. Quattro is forced to escape from Green Noah 2 in his Rick Dias.

Meanwhile, Camille is being questioned by the Titans' Military Police. Camille's actions have been deemed suspicious and he is now suspected of being a A.E.U.G. sympathizer. Suddenly, in the middle of his interrogation, one of the Gundam MK-II's, piloted by Jerid Mesa, Crashes into the building. Camille using the insuing confusion to make his escape, steals a car and drives to safety . At the same time, Quattro meets up with his fellow A.E.U.G. members Apori and Robert. Quattro also signals his parent A.E.U.G. crusier, the Ahgama, to fire its Mega-particle cannon, its most powerful weapon, at the colony.

EPISODE 2: "THE JOURNEY BEGINS"

The blast from the Ahgama's mega-particle beam cannon creates a hole in the space colony's outer wall. Quattro, Apori, and Robert take their Rick Diases through this hole in an attempt to capture one of the Gundam MK-II's. Then, as a counter measure, the Titans send a squadron of GM-II's to stop the A.E.U.G. intruders. The GM-II's stand no chance against the superior A.E.U.G.mecha and pilots and are easily dispatched. The pilots of the GM-II's fear that the "Crimson Comet", Char Aznable, has returned.



During the confusion of the A.E.U.G attack, Camille manages to sneak into the cockpit of one of the Gundam MK-IIs (there were three proto-types made.) Camille easily gains control of the highly complex mecha with relative ease as compared to Jerid, who earlier crashed his Gundam MK-II which allowed Camille to escape in the first place. This all occurs under the eyes of Bright Noah. As Bright Noah witnesses Camille expertly pilot the Gundam MK-II, he thinks to himself, "It's like the second advent of

Amuro Ray.". Camilles familiarity with mech-piloting comes from the fact that his father, Franklin Vidan, was the chief engineer on the Gundam MK-II project for the Titans. Soon after, with Camille's help, Quattro captures the other Gundam MK-II and they successfully escape back into space and head toward the Ahgama, leaving the Titans left with one Gundam MK-II. Upon leaving the colony and heading out into deep space, Camille feels as if he belongs among the stars.

EPISODE 3: "INSIDE THE CAPSULE"

Before the One Year War, Luna 2, was brought from the asteroid belt. The raw materials from the asteroid was used to construct the space colonies. Now it serves as a United Earth military base for the Titans. From Luna 2, Lyla Mira Lyla pursues the A.E.U.G. cruiser, the Ahgama, in her ship the Bothia. Also pursuing the Ahgama from Green Noah 2, in his ship the Alexandria, is Commander Bosque Om, also of the Titans. Along with him are Camille's parents Franklin and Hilda Vidan.

Emma Sheen, in the third Gundam MK-II, approaches the Ahgama with a white flag. Emma has brought with her a message from Bosque Om. The message demands the return of the two Gundam MK-II's that Quattro, along with Camille's help, stole from Green Noah. In return, Bosque Om will give the A.E.U.G. the life of Camille's mother, Hilda Vidan. Bosque Om has placed Hilda inside small a capsule within plain view of the Ahgama. Nearby, Jerid Mesa piloting a Hizack, has orders to shoot the capsule if the A.E.U.G. tries to retrieve it. However, Jerid does not know that Hilda Vidan is inside the capsule.

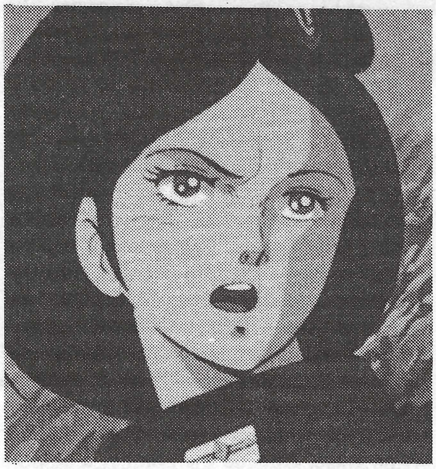
Camille has overheard Blex Forra and Quattro discussing Bosque Om's message and immediately flies out in his Gundam MK-II to attempt to save his mother's life. As soon as Camille reaches for the capsule Jerid, as ordered, shoots the capsule. The capsule shatters and Hilda Vidan dies in front of the eyes of Camille and the crew of the Ahgama.

EPISODE 4"EMMA'S DEFECTION"

Camille is shocked and angered by the death of his mother. In his anger, Camille attacks Jerid's Hizack. Jerid is confused by Camille's actions because at this time he doesn't know he has killed Camille's mother. Emma, in the third Gundam MK-II, and Quattro, in a Rick Dias, head for Camille and Jerid in an attempt to stop the fighting, since the Titans and the A.E.U.G. are still under the white flag of truce. On the Ahgama, Captain Henkin and Commodore Blex decide to concede to the demands of Bosque Om to avoid any more civilian losses. In conjunction with the demands, they send the two Gundam MK-II's, along with Camille, to the Titans' battleship Alexandria.

When the returning envoy reach the Alexandria , Camille is met by his father. Camille tells his father of Hilda's death. After hearing this bit of depressing news, Franklin goes to Bosque and demands an explanation. Bosque doesn't give Franklin an explanation for Hilda's death but reminds Franklin of Margerita, Franklin's mistress on Green Noah. Bosque pursues this subject and states that Franklin no longer has to worry about Hilda getting in the way. Meanwhile, as Camille is taken to a detention cell he meets Jerid. Needless to say, Camille holds Jerid responsible for his mother's death. It seems though that Camille's mother's death has little affect on Jerid. "I guess it's a soldiers fate... soldiers just follow their orders from their commanding officer's, not caring wether they are doing justice or evil." Jerid muses.

After escorting Camille to his cell, Emma reports to Bosque. Bosque then orders her to go back and infiltrate the Ahgama and steal one of the A.E.U.G.'s Rick Dias Mobile Suits, since it's a new Mobile Suit and may have technology new to the Titans. Emma uses this opportunity to defect. She also takes Franklin and Camille with her, passing them off as Titans pilots for the other Gundam MK-II's. Emma is defecting because only now does she see the true nature of the Titans: ruthless, cruel and vicious. The three of them make a successful escape back to the Ahgama. Back onboard the Ahgama Quattro is glad to see Camille but is suspicious of the former Titan Emma Sheen. "Miss Sheen is a very nice person." Camille remarks to ease the tension. At the same time, Franklin being an engineer takes a interested look at the Rick Dias and comments on how well the Rick Dias is designed. However, Camille feels anger towards his father, Franklin, who shows no sorrow for Hilda's death. Also, Camille feels that his father only seems to be concerned about Mobile Suits and his work, as always.



EPISODE 5: "FATHER AND SON"

Bosque Om has ordered that the Ahgama must be captured by any means possible. Meanwhile, Captain Henken, Commodore Blex, and Quattro Bagina are worried about the previous events and contemplate new strategies. At the same time in the hangar bay of the Ahgama, Franklin Vidan, in a desperate attempt to escape, threatens Anostage Mendosa (the head mecha mechanic of the A.E.U.G.) with a cutting torch. Franklin orders Anostage to lead him to the Mobile Suit flight deck. Franklin gets into the cockpit of a Rick Dias and attempts to escape the Alexandria. In doing this, Franklin hopes to escape persecution by the Titans by offering them the A.E.U.G.'s new Rick Dias Mobile Suit. Quattro, Apori, and Robert are soon alerted to Franklin Vidan's escape and pursue him. In the midst of all this excitment, Henken comments to Commodare Blex that he feels the power of "Char the Red Comet" in the personage of Quattro Bagina.

Meanwhile, Camille faces a personal crisis. Knowing that Franklin, his father, thinks only about his mistress on Green Noah and not about his recently deceased wife, Camille cannot find forgiveness in his heart for him. With these bitter thoughts, Camille dogmatically pilots his Gundam MK-II in pursuit of his father. By chance, he quickly catches his father Franklin in the stolen Rick Dias. However, Camille is unable to fire at his father. Franklin, seeing Camille approach him, yells, "Are you going to shoot your own father?" and lays down a volley of plama blasts directed at Camille. Camille replies "There is a child's claim too!" However, Camille still cannot bring himself to fire on his father. During the battle Camille hears a voice in his head. "Indecision will result in one's death! Remember, you are in a battle field!" Then suddenly Franklin's Rick Dias is shot down by someone and Camille can't see who did it. Camille is at this time, very confused about his feelings towards his parents. Camille hated his parents for their mistreatment and alienation ttowards him, but he still wanted them to be a real family someday. Quattro, Reccoa, and Emma try to cheer Camille up, but have little success. Then Quattro, in hopes of cheering up Camille, begins to tell Camille the story of Char Aznable, but Camille in his grief doesn't want to hear.

EPISODE 6: "TO THE TERRESTRIAL RANGE"

Ahgamma heads toward the Earth, in order to launch Reccoa Londo in the shuttle "Hosenka," on a mission of vital importance. Meanwhile, Camille begins to design a new Mobile Suit. With Anastoge's help, Camille combines the best traits of the Gundam MK-II and the Rick Dias, calling it "Zeta (Z) Gundam". Before the scheduled drop, Reccoa and Emma discuss their experiences with the A.E.U.G. and the Titans. When Emma criticizes the A.E.U.G. on questionable issues, Reccoa responds with a tale of the "30 Bunch Incident" where the Titans, commanded by Bosque Om, injected the poisonious nerve gas G3 into the 30 Bunch colony of Side 1 during an pro-A.E.U.G. demostration.

Onboard the Alexandria, Jerid is confused. He cannot understand why he can't win in combat. In his confusion, he asks Lyla Mira Lyla on how to be a better fighter. She then promises him she'll tell him only if Jerid can get the Bothnia to lead the next attack on the A.E.U.G..

Back on board the Ahgama, the pilots are getting ready for the Hosenka drop operation. In the pilots' locker room, Camille asks Quattro, "Why do people fight?" Quattro answers, "It's because people don't trust each other. "As Camille leaves the locker room Quattro comments, "Camille is like another Amuro Ray."

As the mission begins, Quattro provides a diversionary tactic. Quattro, along with his squadron, attack the Titans' solar power generator plant and defense satellite. At the same time, the Titans are attacking the Ahgama. Camille takes the Gundam MK-II to defend the Ahgama. With Camille running interference with the attacking Titans, the Hosenka is launched successfully.

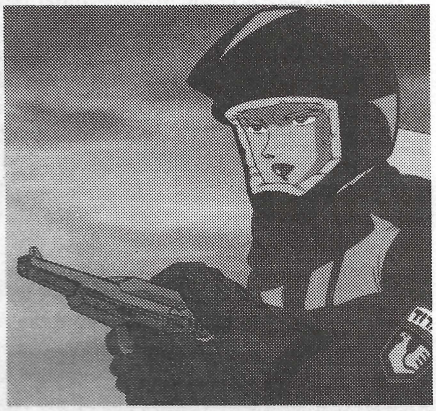
During this battle, A.E.U.G.'s battleship Mont Blanc is destroyed. On the Earth, Amuro Ray sees the light resulting from the destruction of the Mont Blanc. Amuro looks at this death flash and wonders what significance it has.

EPISODE 7: "ESCAPE FROM SIDE 1"

Onboard the Bothia, Lyla Mira Lyla feels a force from the Ahgama that is similar to what was once on board White Base. From these feelings Lyla deduces that there are powerful New Types on the Ahgama.

On the Ahgama, Camille is made an official A.E.U.G. Mobile Suit pilot. During this occasion, Quattro tells Camille,"People who live on Earth have their souls held down by gravity. Because of this, the people who live there can't fly well." He also tell Camille that one of the goals of the A.E.U.G. is to educate these "Old Types" about space.

In order to show Emma the true nature of the Titans, the Ahgama heads toward Side 1. Unknown to the Ahgama, the Titans' battleship, the Bothia, enters the colony from the other side. In the ruins of the colony, Quattro explains to Camille and Emma the true nature of the Titans and why the A.E.U.G. fights against them. In the midst of the conversation they meet up with Lyla Mira Lyla, who followed them here. Soon they are arguing about the Titans and the A.E.U.G.. Even witnessing the devastation around her Lyla refuses to believe that the Titans could commit such cruelty. Failing to convince her, everyone returns to their ships and a battle erupts. In the middle of combat with Camille, Lyla realizes that he is a New Type. Camille using his New Type powers is able to critically hit Lyla's Galbaldy Beta and she dies. However, right before the moment of her death Lyla realizes the difference between New Types and Old Types. "Now I know...a moment ago I realized that the boy [Camille] is special...this understanding involuntarily turns to resentment...so this feeling of resentment is the way of the Old-type." Lyla realizes that the failure to accept the fact that the "New Type" will be the predominant human species is what makes people "Old Types".



EPISODE 8: "DARK SIDE OF THE MOON"

The Titans' crusier Alexandria pursues the Ahgama to the back of the Moon. During the journey, Emma Sheen is made an offical A.E.U.G. member. Later, she asks Camille if he experienced unusual feelings during the battle with Lyla, but he denies this. While reminicing with Camille about a chance meeting with Amuro Rey she had years ago, Emma realizes that, although she didn't recognize him when they met, his life and carreer inspired her to join the A.E.U.G. cause. As Alexandria locates Ahgama, Jerid launches to the attack in a Galbaldy Beta. The Ahgama lays a false trail to Granada (while Camille covers them in Gundam MK-II), then doubles back to Anman. Jerid (seeking revenge for Lyla's death) gains the advantage over Camille by using Lyla's fighting style, and is only driven off by Quattro's intervention. The Ahgama reaches Anman simultaneously with the Alexandria's entrance to Granada.

Upon reaching his home in Anman, Quattro is informed of the movement of the Axis, a former Zion asteroid base at which he lived years ago: it is leaving the Belt, headed for Earth. Quattro then attends a meeting of top A.E.U.G. officials discussing the upcoming Jaburo Operation. Meanwhile, Emma and Camille are attacked by Capt. Capricorn of the Titans as they tour the outskirts of Anman. During the battle, Camille discovers Haro, Amuro's pet robot.

EPISODE 9: "A NEW TIE"

Reccoa slowly travels the Amazon towards Jaburo observing a giant flying craft (a Galluda) along the way. Captured by Federal Army sentries, she is rescued by investigative reporter Kai Shiden. To Reccoa's suprise, she's told the Jaburo base is moving out. On the Moon, Camille is so wrapped up in repairing Haro, that he is late for a briefing. Wong Li, an Anaheim Electronics represenative, decides to discipline him. When Camille wakes up in the pilot's readyroom, Emma explains that Wong's "correction" involves the liberal use of fists.

A.E.U.G. attacks and captures a Titans' batlecruiser at Granada, with Camille, Quattro, Apori, and Robert participating. While in another part of the city, at the A.E. plant, Alexandria takes on new mobile suits (the Marasai). Then Capricorn's MS troop attacks the Ahgama in dock at Anman. Emma has a hard fight with Capricorn, but Camille (in his second major use of New Type powers) arrives in time to aid her. At Jaburo, Reccoa and Kai attempt to sneak into the base in order to contact A.E.U.G. with the instillation's own communication system.

EPISODE 10: "REUNION"

Preperations for the Jaburo Operation are underway aboard Ahgama. Meanwhile, when Alexandria and Bothnia return to Granada, they find that A.E.U.G. has occupied the city, forcing them to pull out in a hurry. The two cruisers then attack the Ahgama at Anman, pinning it in port with a missile bombardment. Jerid and Capricorn join the mobile suit attack wave with the new Marasai units. The Ahgama scrambles its regular MS (Mobile Suits) units, aided by Wong Li and others in MS made for maintenance. Jerid and Capricorn double-team Camille, putting him in serious trouble, but he escapes with Quattro and Wong Li's help. The Ahgama finally manages to take off, headed for the rendezvous of the A.E.U.G. fleet.

Along the way, Ahgama runs across the shuttle Temptation, under attack by an unknown mobile armor. The MK-II and Quattro's 100 Shiki rescue the shuttle and its passengers and crew come aboard. They include Bright Noah and Camille's friend Fa Yuri. She tells him that her parents were arrested by the Titans.

EPISODE 11 "RE-ENTRY INTO THE ATMOSPHERE"

The A.E.U.G. battle fleet readies its mobile suits for re-entry. On Ahgama, Bright Noah is made a colonel and assumes command of the ship, while Henken Bekner transfers to the Radish. Fa helps with odd jobs aboard the Ahgama, but is ignored by Camille.

As A.E.U.G.'s mobile suit corps assembles for re-entry, it is attacked by Paptimus Scirocco in the Messala, destroying a cruiser and damaging Emma's Rick Dias. Though holding the upper hand, Scirocco dislikes operating in Earth's gravity, and withdraws. The Titans MS corps arrives, engaging A.E.U.G. suits in a running battle as all the units re-enter using vallutes. Emma returns to Ahgama by Bright's order, while Camille, with the more maneuverable flying armor, pursues and destroys several Hi-Zacks. By damaging his vallute, Camille causes Capricorn's Marasai to burn up in the atmosphere. Jaburo awaits below them.

EPISODE 12: "THE WIND OF JABURO"

The A.E.U.G. mobile suits are engaged by jets and missiles from below, by Titans mobile suits from above. Camille's MK-II and Quattro's 100 Shiki break into the Jaburo base, but find little opposition. The vast majority of personnel and equipment have been evacuated days before. Jerid ambushes Camille, but is beaten and forced to abandon his suit. Camille can sense Reccoa's presence and searches widely for her (she and Kai have been abandoned in a holding cell.)

While interrogating prisoners and searching for records, Quattro discovers that a nuclear self-destruct bomb has been activated. With less than an hour to go, Camille discovers Reccoa and Kai. As the A.E.U.G.'s captured Galludas take off, Camille and Quattro board one step ahead of pursuing Hi-Zacks, while Jerid fights his way onto the Federal's Galluda. As the planes withdraw, Jaburo explodes behind them.

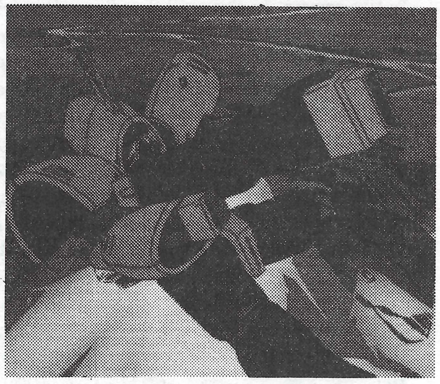
EPISODE 13: "THE SHUTTLE TAKES OFF"

Frau Bow, Katsu, Retsu, and Kikka visit Amuro Rey's home in Chyanne. Frau is now Hayato Kobiyashi's wife and pregnant with his child. During a long argument, Katsu rebukes Amuro for not joining the A.E.U.G. Amuro replies that it's hard to do anything under the Federal Army's constant surveillance. Kobayishi guides the A.E.U.G. planes to Kennedy Space Center, where preparations are made to return to the Ahgama. Kai Shiden disappears, leaving a note "Quattro is really Char Aznable. He's a coward for usuing a false name to fight the Federal Forces and not taking command of A.E.U.G." Hayato shows the note to Quattro and asks his opinion on it. Quattro answers, "I am Capt. Quattro Bagina now....nothing more, or less". Camille, angered by Quattro's vague, evasive reaction, strikes him.

As the two shuttles warm up for launch, Titans' pursuit forces attack, led by Commander Braun Burtak in the MA Asshimar NRX-044. Quattro, Camille, and Robert advance to meet them, but one of the shuttles is destroyed. Robert is killed covering the takeoff of the second shuttle with Apori and Reccoa on board. Camille and Quattro then leave on the Galluda "Aldomura", piloted by Kobiyashi.

EPISODE 14: "AMURO AGAIN"

Braun Burtak follows the Aldomura in the Alin Sudrie, another Galluda. From the Augusta New Type Research Center Rosamia Badame leads a flight of Hizacks to the Alin Sudrie. Amuro sends Frau, Retsu, and Kikka to Japan to prevent the Federal government holding them hostage, then he and Katsu steal a transport, heading for Kennedy.



In transit to link with the Alin Sudrie, Rosamia discovers the Aldomura and attacks with the new MA, Gaplant ORX-005. No sooner is her attack barely beaten off, than Braun closes in with his Asshimar. As Amuro's plane arrives at the battle scene, he has Katsu bail out, then rams the transport into the Asshimar. Burtak manages to pull out in time and Amuro is rescued by Camille. When he sees Quattro Bagina, Amuro murmurs to himself, "It's him.......it's Char."

EPISODE 15: "KATSU INTO BATTLE

Aldomura changes course for Hickory, a Kalaba outpost near Vandenburg from which shuttles can be launched. Amuro worries that Katsu will discover he no longer has the fighting spirit of 7 years ago. Belotica Irma comes aboard Aldomura in order to guide it to Hickory. As soon as they meet, she begins to show an active interest in Amuro. Meanwhile, Katsu investigates Camille's Gundam MK-II with rapt attention. When Rosamia's Gaplant attacks again, Katsu grabs the MK-II and is the first to launch. Amuro suits up to follow him in a Rick Dias, when all the old fears come flooding back. Belotica watches and wonders why the famous New Type is hesitating.

In the ensuing battle over San Francisco Bay, Katsu is a complete novice; he would be killed, except for the fortunate interference of Quattro and Camille. Pinning the Gaplant against the Golden Gate Bridge, Camille (in a borrowed Rick Dias) destroys the suit, but Rosamia ejects. After the battle, Hayato lectures and punishes Katsu for his dangerously foolish actions. As he watches this, Amuro cannot shake his depression.

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Mobile Suit Gundam and Mobile Suit Zeta Gundam are written by Yoshiyuki Tomino

Character Designs by Yoshikazu Yasuhiko

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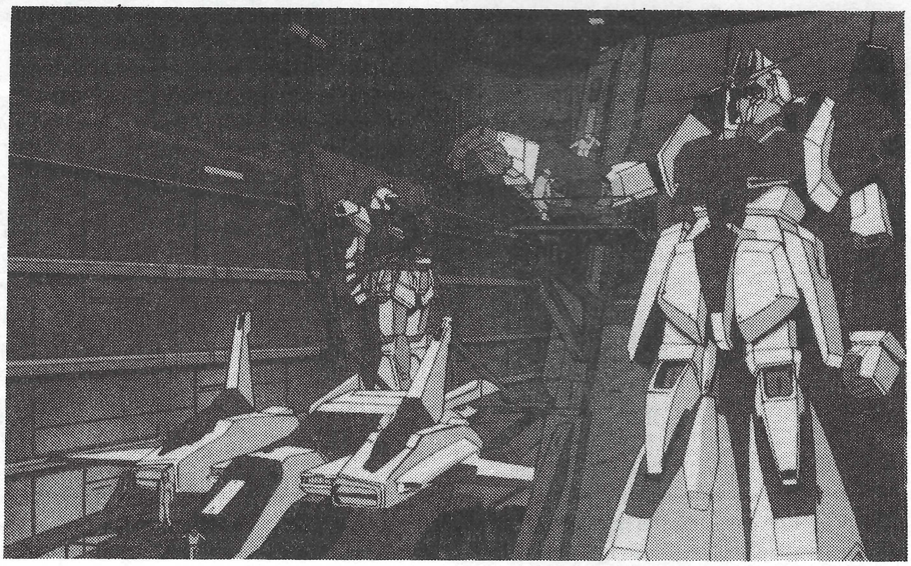
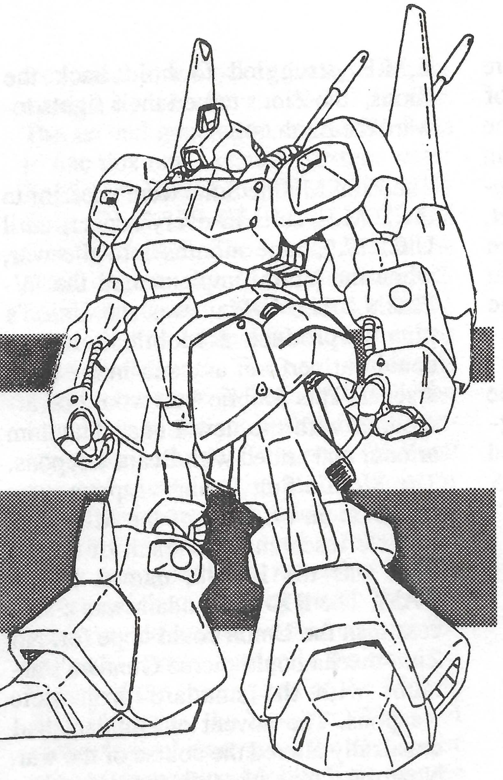




HISTORY OF THE MOBILE SUIT

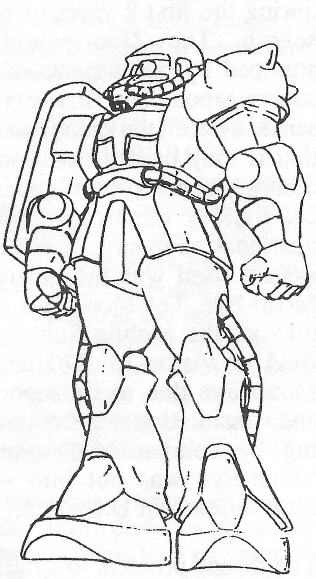
As man began to colonize space, it became appearent that most construction machinery needed to be modified to work in the gravity absent enviroment. Engineers started experimenting with various construction mecha, most of which were deemed too troublesome to work with (due to the fact that the machines were design for gravity and atmosphere use.) Rather than using individual machines for individual tasks, the engineers opted for an allpurpose mecha that could do many functions. Little did they known that the form that they were seeking was right under their noses, or rather their hair. They soon discovered it was man himself was the allpurpose form. The human body had the maneuverabily and the dexterity to perform all of the construction tasks needed, with no other additional type of machinery. Unfortunately, the human body didn't have the endurance and stamina to manipulate large pieces of construction materials. The engineers had to boost the strength and endurance of the human form in order to acheive their desired goal. Through this line of thinking the Hydro-Skeleton was created.

The Hydro-Skeleton was an exo-skelton type construct worn over a spacesuit. The concept of the Hydro-skeleton was a simple one: enhance the operator's movements. The Hydro-Skeleton was a complete success. It allowed a man to do fives time his normal work output.

As building of the colonies continued, the design of the Hydro-Skeleton became more complex. The first of many modification that the Hydro-Skeleton (HS) was to receive was the addition of maneuver thrusters. The thrusters allowed for increased maneuverability and speed. Also, the operator could move large pieces of equipment and materials without having to be clamped to the outerside of the colony by cumbersome magnets and tether lines.When the colonies were completed, the HS had advanced to the point where all its movements were electronically controlled. Now, the operator sat in a control cockpit and operated the mecha via a series of control levers. Allowing repetative and mundane fuctions to be peformed with the speed and precision of the onboard computer. However, the original design of the HS can still be seen in the Junior Mobile Suits and scavenger units used to service the Sides and the Lunar Bases. The HS went into semi-retirement when the Sides were completed, being used in the general maintenance and major repair of the colonies.

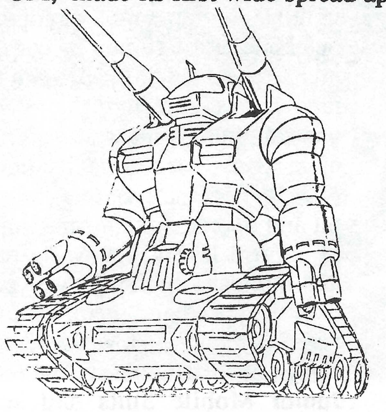
In U.C. (universal century) 75.5, many years after the completion of the colonies, and the Zion rise to power, the first work on the military appication of the HS was to commence on Side 3 under Zion supervision. The basic structure and armament of the new "Mobile Suit" were designed and implemented during the first 2 years of primary research. The Zion scientists were stumped by two aspects of their new superweapon. The first was the visual sensor system, the Zions had discovered that if they used a traditional camera mount scanner system system the mecha could be blinded too easily by conventional weaponry. The final scanner system used was the newly invented Mono-Eye. The Mono-Eye allowed the pilot of the Mobile Suit to rotate his field of vision by 270 degrees. The Mono-Eye due to its superior design and construction was immune to blinding by conventional weapons. The Mono-Eye was put into use by the Zion military in U.C. 77.2.

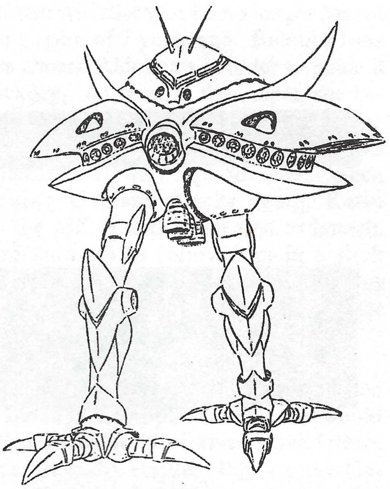
The second problem that the Zion faced was the power system. They discovered that most power plants capable of powering the Mobile Suit were too large to be fitted into the planned specifications of the Mobile Suit. However, the final key to the Mobile Suit puzzle wasn't found by the Zions. It came from the Earth Military Forces (E.M.F.) and what was know as the Minoffski Refit. During U.C. 70.0, in the course of his physics research, Dr. Minoffski discovered the particale field that bears his name. The Minoffski particle made radar and radio communication unreliable, and provided excellent radiation screening. Minoffski had discovered, with his particle, a way to block most forms of electromagnetic radiation. This radiation screen made nuclear fusion possible. While the Zion's were working on their Mobile Suit designs, the E.M.F. had been refitting the spaceships with the Minoffski Particle System. This system had two distinct applications: first, it gave ships E.C.M. capabilites, second, the Minoffski Type Fusion Power Plant, a power plant that generated more power than any other at this time and was small in size. The Zions were quick to realize the military potenial of the Minoffski particle and forcasted the return to visual range combat. Thus, in the U.C. 77.4 while the E.M.F. was refitting most of their existing battlefleet, the Zions were developing an effective close-range weapon. Within one year the Zion Mobile Suit plan had become a reality.



In U.C. 78.1 the Zions had created the first true Mobile Suit that is recognized, the MS-06 Zaku. The Zaku stood 17.5 meters tall, and weighted 74.5 tons and was armed with an auto-cannon that could knock a hole in almost anything. In U.C. 79.1 the Zions declared war on the E.M.F. As the Zions terrorized the spacenoids that sided with the Union, the E.M.F. began working on Mobile Suit technologies of their own to combat the Zion superior mecha. The resulting Mobile Suits created by the E.M.F. were far inferior to Mobile Suits used by the Zions. In the early months of what would now be known as the One Year War, the Union was obviously overmatched and would have lost to the Zion if not for one very timely discovery. On Luna 2, a Union controlled colony in the vicinity of Green Oasis (Side 7), a Union scientist discovered a new hyper-durable form of metal. This metal would become the armour called Lunar Titanium. As the Federal Forces worked on fitting the new armour, the Zions continued their work on Mobile Suit technology. The war pressed on with the Zion constantly produced superior mecha, while the E.M.F. struggled to hold back the Zions, the Zions turned their sights toward the Earth.

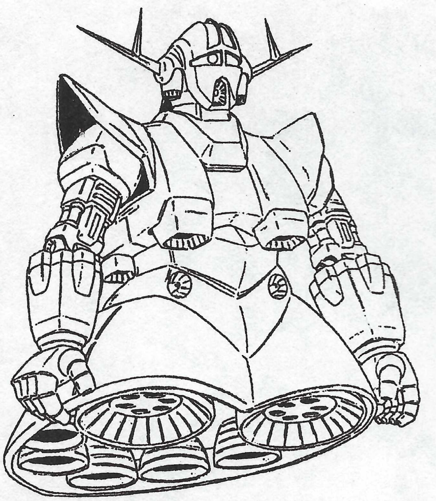
The Zion Mobile Suits were superior to the E.M.F. suits in every aspect, until U.C. 79.9, nine months into the war, when the Union implemented the "V-PLAN." The V-Plan was the Union's plan to produce a Mobile Suit that could out perform any suit in the Zion arsenal. This Mobile Suit would be armoured with the new Lunar Titanium armour and armed with Beam weapons. The Mobile Suit Beam weapons were based on an offshoot of the Minoffski particle research. The result of the V-Plan was the RX-78, named GUNDAM. The RX-78 Gundam was a success than the Union could hope for. No Zion mecha could pierce Gundam's armour with the standard projecticle weapons. The advent of Gundam had drastically altered the course of the war. Now the Zions were on the defensive, they were froced to create a Mobile Suit that could best RX-78 Gundam.





The Zions continued with their Mobile Suit program and soon were closing the technology gap between their mecha and the Union's Gundam. The Gelogg, the Zion's first mecha to use a beam weapon, equaled Gundam in armour strength and fire power. The MS-09 Dom, with its rocket launcher and heat rod, was one of the most devistating Mobiule Suits of it's time. At this same time, the Zions developed what came to be one of their most deadly weapons, the Mobile Armour. The Mobile Armour was a non-humanoid mecha, generally larger and containing more advanced and powerful weaponry. The battle of Solomon at Side 1 was the first major conflict of the Union's Mobile Suits and the Zion's Mobile Armours. It was at this battle that the Union's first mass produced Mobile Suit, the GM, made its first wide spread appearence. Also, making its first appearence at this battle was the latess in Zion technology , the BXG-ZAM. The BXG-ZAM stood 59.3 meters tall and weighted in at 1820 tons. The BXG-ZAM inflicted great amouts of damage on the Union until the BXG-ZAM was destroyed by RX-78 Gundam. The Zion's failed in one aspect of their Mobile Suit philosophy, no matter how much bigger or stronger they made their mecha, they could not match the piloting skill or courage of the Gundam's pilot, Amuro Ray.

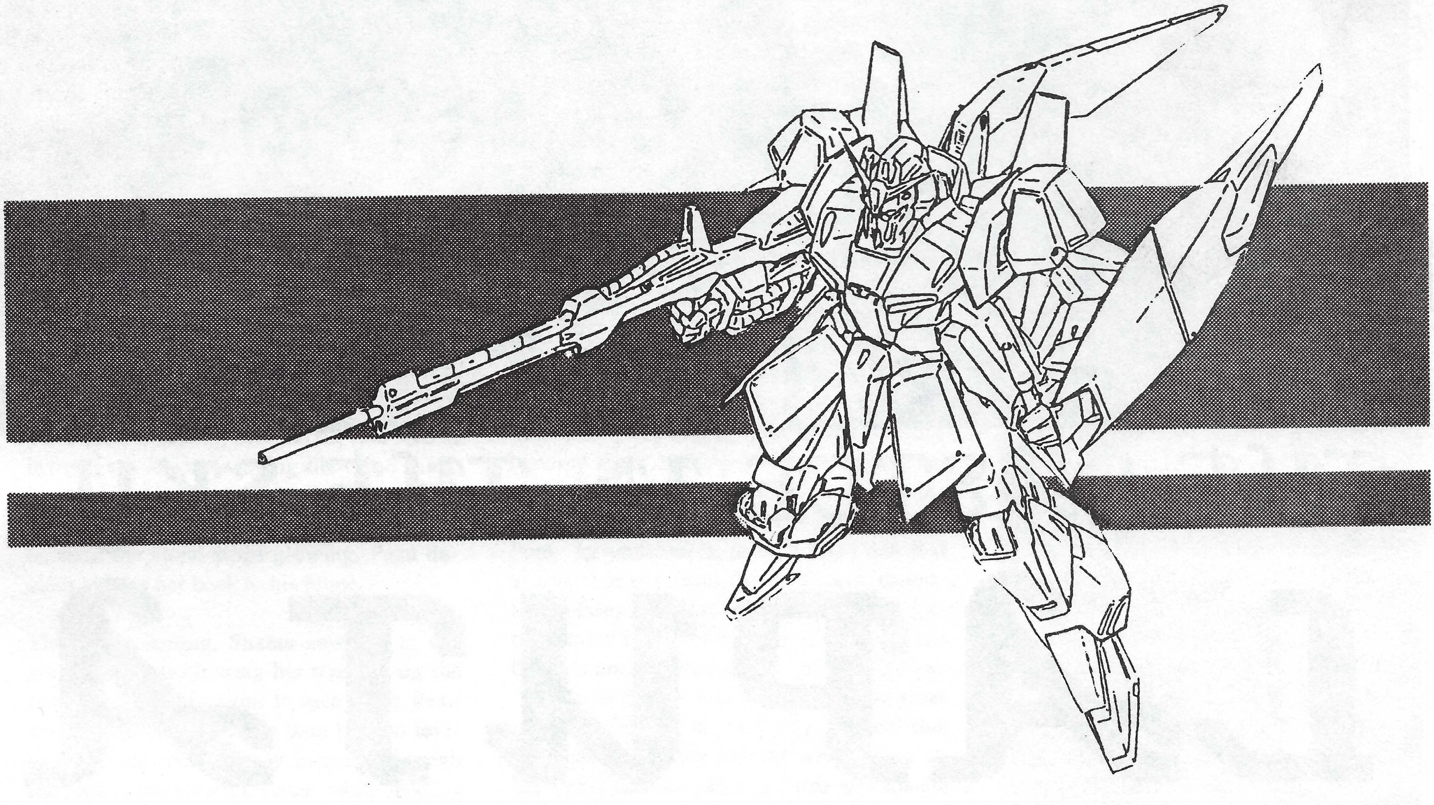
Shortly after the battle of Solomon, the Union felt the Zion's deadliest weapon, the Psychomu system. Months earlier, in the U.C. 78.4, a Dr. Flannagan had established a Newtype reseach institute with the Zion government. It was this research facility that designed and contructed the Psychomu System. In a nutshell, the Psychomu System would allow a very powerful Newtype to mentally control a mobile armour. The new control system allowed a bypass of the intermediary function of instrumentality. This in turn sped up the reaction time of the mecha and its various weapon systems. Thus, the most dangerous weapon in the Zion arsenal became these "thought controlled" Mobile Armour, such as the Elmeth and the Brabrow. In addition to the Psychomu System, the Zions placed a new and experimental weapon system in the Elmeth. This system consisted of a dozen "bits" (a mentally controlled beam weapon.) mounted on a thruster unit. With these "bits" under mental control the operator could surround an enemy and be destroyed at range from all directions. While the Elmeth and Brabrow where very powerful mecha, the Zions put the

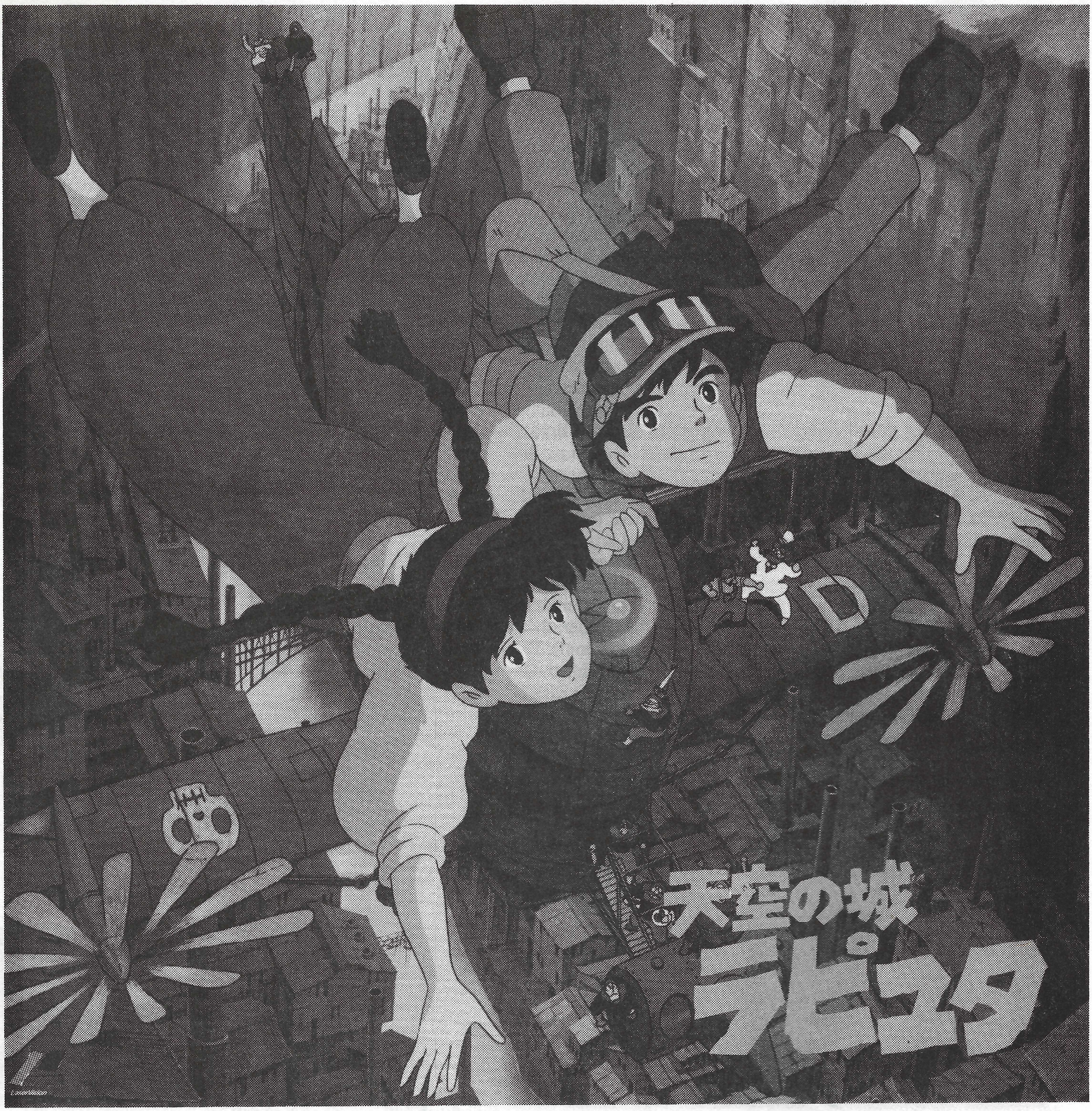


most powerful of these Newtype Mobile Armour into action in the last weeks of the war. It was called the Zion G. Unfortunately for the Zions, this new advancements came far too late to make much of a difference. Although, it seemed that no matter what the Zion scientists came up with it was eventually met a whirlwind defeat by Amuro Ray and his mecha, RX-78 Gundam.

After the end of the One Year War, Mobile Suit technology increased drastically. The first of these innovations was the Linear Seat Cockpit Design. Implemented 2 years after the end of the war. The second generation of Mobile Suits to use this new scanner system were: RMS-106 Hizack, RMS117 Galbaldy Beta, RMS-179 GM-II, and RX-178 Gundam MK-II. The Linear Seat allow a 360 degree view of the area scanned. This new scanner system made blinding a Mobile Suit more difficult than it had been in the past. The next major advancement came in U.C. 83.0 with the invention of the moveable frame construction concept. This new "skeletal system" placed in the Mobile Suits of the second generation, allowed the techs working on the damaged mecha to replace damaged limbs, instead of having to rebuild them piece by piece. The new construction system worked on a modular parts system, basically the standarization of the frame parts of the Mobile Suit (the arms, the legs, etc.) The final technological innovation the used in the second generation Mobile Suit was the invention of Gandallium Gama, a variant of the generally used Lunar Titanium (Gundanium). The first second generation mecha to use the new armour was RMS-099 Rick Dias. The progress from the Hydro-Skeleton, Zaku I and RX-78 Gundam to MSZ-006 Z Gundam illustrates how different Mobile-Suits originated from original concept. Also illustrated is how the differences finally blended into one. Z Gundam is eventually equipped with the revised Mega-Beam launcher, giving it the title of "Extreme Mobile-Suit". In addition, RX-178 Gundam MK-II, RX-78's successor, when linked with a G-Defensor unit, equals the power of Z Gundam. What lies ahead? At the time when Emma Sheen defects to the A.E.U.G.O. with the Gundam MK-II, Franklin Vidan already started preliminary construction of Gundam MK-III. Also Psycho Gungam MK-II undergoing primary testing. More time is needed for the total and final evolution of the Gundam series Mobile-Suit. However, one important fact remains through out the history of the Mobile Suit. Technological innovations cannot replace the human pilot. It is he or she that makes the final difference.

By Mike Macdonald
Matthew Anacleto





THE CASTLE IN THE SKY,

LAPUTA

Written and Directed by Hayao Miyazake **Designs by Hayao Miyazake**
Produced by Takahata Isao **Copyright Tokuma Book Store and Hibariki 1987**

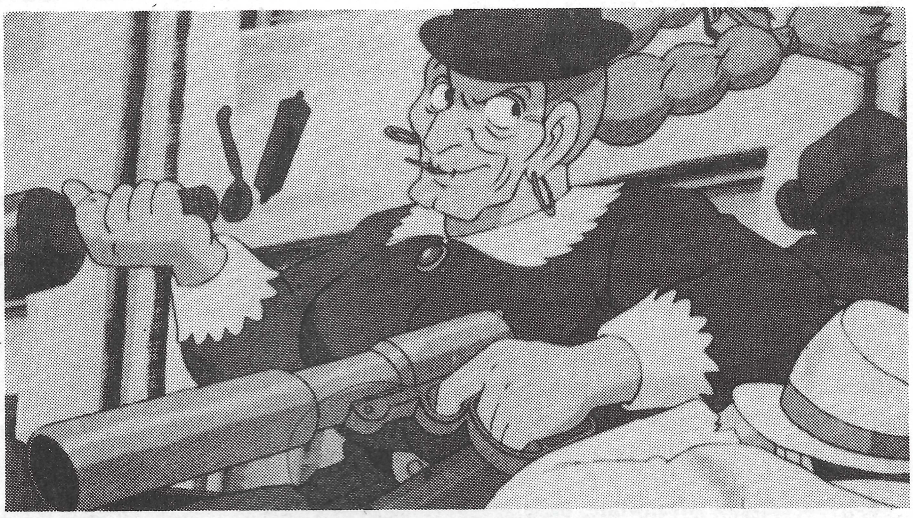
PROLOGUE:

Long ago, man was obsessed with flying. To improve his avionic technology he looked to mother earth. He dug deep within her bowels in search of the rare minerals he needed to complete his task. Achieving his goal, he took the earths fruits and constructed the first of many factories. These factories produces the first in a long line of aircraft. Man continues his quest for flight which lead to the creation of the floating city of Laputa. It was from the floating city of Laputa that man ruled the world below. However, tragedy soon struck the people of Laputa. By some strange biological mishap, the people of Laputa, because of lack of contact with the earth, had contacted a deadly disease. In order to survive the people of Laputa abandon their city and returen to the earth. As the generations passed man forgot the knowledge that enabled him to create Laputa. As a result, the empire of Laputa became nothing more than a legend...

One night, an airship is traveling through the clouds. On board are SHEETA, the owner of the blue levitation stone, and MUSKA, the government agent who abducted her. Suddenly, without warning, flapters attack the airship. It is DOLA and her pirates. Like Muska, they too want the girl Sheeta and her stone. The pirates invade the ship, and during the ensuing chaos, Sheeta manages to knock Muska unconscious. The pirates break into the room, while Sheeta tries to hide outside the ship. She loses her grip and falls into the night sky.

As the unconscious Sheeta hurtles toward the ground, the levitation stone emits a mysterious light slowing her descent. From Slagg's Ravine, a small mining town, a young boy named PAZU sees the light of the stone descending from the sky and runs to investigate. Upon reaching the mine shaft, he reaches out to catch the falling girl. To his amazement, she appears weightless. That is, until the stone stops glowing. Pazu decides to take her back to his home.

The next morning, Sheeta awakens to the sound of Pazu blowing his trumpet on the roof. After introductions to each other, Pazu asks to see the stone. He then tries to levitate himself with it, only to crash through the roof in the attempt. Later, while looking around Pazu's home, Sheeta notices a picture on the wall of the legendary kingdom of Laputa. Pazu explains how his father was an adventurer who flew uncharted regions of the sky. One stormy night, he found a floating island among the clouds. Pazu's father returned, but no one believed his discovery. Pazu's father died in misery. Now, Pazu is building a huge ornithopter so that he can rediscover Laputa.

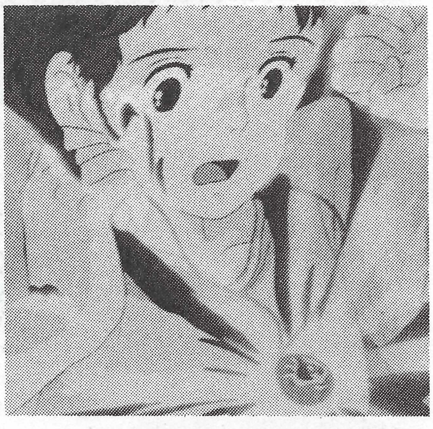


It's not very long before the pirates track Sheeta down. A street brawl ensues between the townspeople and the pirates while Pazu and Sheeta sneak away and board a small train. Dola, after gathering up her men, chases after them in a car. This has not gone unnoticed by one of Muska's agents and soon both parties encounter the overpowering strength of the military. Still being chased by Dola though, Pazu and Sheeta are forced off the tracks over the ravine. The levitation stone once again goes to work as both the pirates and the military troops watch in awe as the two float gently down

The two float down into a mine shaft. At the bottom of the mine shaft they meet UNCLE POM, an old eccentric miner. He explains to them that he came down there to see the glowing levitation stones in the mine. Pom then shows Pazu and Sheeta how the levitation stone turns into an ordinary stone when exposed to air, making it impossible to gather. Sheeta, noticing that her stone is glowing with the rest of the stones shows it to Uncle Pom. In amazement, he tells them that it is a crystal made from the levitation stones. Uncle Pom says that only the people of Laputa knew how to create such crystals, and that this one has enourmous untapped power. He warns Sheeta that this crystal has great potential for evil as well as good, and that she should be very careful when using it. With this new knowledge Pazu and Sheeta reinforce their belief that Laputa truly does exist.

Pazu and Sheeta leave the mine, only to be captured by Muska and the military. They take the two to TEDIS FORTRESS, where they lock Pazu in the tower. Meanwhile, Muska showers Sheeta with gifts in hope that she will give him the location of Laputa. Sheeta though, has no such knowledge, since she herself has never been to Laputa. Muska later takes Sheeta to a room where a robot soldier is being kept. He explains that the robot fell from the sky one day and is proof of the existence of Laputa. To prove his point, he shows the markings on her levitation stone and the ones on the robot are the same. Muska tells Sheeta that she is the true heir to the throne of Laputa and that her real name is PRINCESS LUSHEETA TOEL-UL LAPUTA. Muska threatens that if she doesn't cooperate, he will kill Pazu. So, Sheeta agrees to go along with Muska's plan and tells Pazu to leave her. Pazu, though shocked at she request, agrees and walks back home sulking with three gold coins given to him by Muska for his "services."

By nightfall, Pazu reaches his home. Pazu is greeted by Dola and her pirates, who have taken over Pazu's home as a temporary base. Once they have tied him up, Dola points out



to Pazu how naive he was to believe Sheeta's actions were sincere. Dola also mentions that Muska probably won't let Sheeta live after Muska gets what he wants from her. Meanwhile Sheeta, back in her room, sadly recites to herself a saying that her grandmother taught her to make troubles go away. The stone, in response to her words, starts to emit mysterious rays and, as a result, activates the robot soldier. Now awakened from its dormant state, the robot begins to create havoc within the castle, as it attempts to locate Sheeta.

Back at Pazu's home, Pazu, now clear on Muska's intentions, asks Dola if he can join her pirates so that he can save Sheeta. Pazu, now with the pirates, leaves for Tedis Fortress via flapters. Meanwhile, back at the fortress, all attempts to stop the robot soldier have failed. The robot chases Sheeta to the top of a tower where, face to face, it tries to communicate with her. The stone, still shining, now emits a light toward the sky, which Muska sees and determines as the location of Laputa. Muska then cuts the communication lines, thus preventing General Mouro, the officer in charge of the fortresss, from contacting his superiors and informing them of any of this new information. Then suddenly, one of the fortress' gun turrets hits the robot knocking it out and causing Sheeta to lose the stone. Thinking that they are victorious, the soldiers rush to the tower. Unfortunately for them however, the victory is short-lived as the robot reactivates. Now, in an almost crazed state, the robot begins to obliterate the fortress, fireing at anything that looks hostile. Sheeta, shocked by the carnage created by the robot, tries to stop it by covering its head. The robot though, does not want to endanger Sheeta so it moves her to a safer place. Shortly after, the robot is hit by a barrage of fire from the flying battleship GOLIATH and goes up in flames. Sheeta is saved from the now burning tower by Pazu as he passes over the tower in Dola's flapter. The pirates make their escape easily, but the stone, still emitting a light towards Laputa, is now in the possession of Muska. Now both sides are in a race to reach Laputa first.

Pazu, Sheeta, Dola and her pirates finally make it back to their airship, the TIGER MOTH. Once there, Dola makes quick use of Pazu and Sheeta, giving both of them jobs to do onboard ship. With Sheeta's knowledge of celestial positions, they are able to pinpoint approximately where the light from the stone was shining, and head east. Later, while Pazu is up on the top of the ship keeping watch, Sheeta goes up to talk to him. Sheeta says that she wishes that no one ever would find Laputa, since they would probably exploit it of its riches and secrets. Pazu points out though, that with air technology advancing rapidly, someone is bound to find Laputa soon anyway and that they can't let someone like Muska find it first. Sheeta goes on to tell about the different charms her grandmother taught her, including the "Doom" charm, which she is never supposed to use.

Then, Pazu sees a silhouette beneath the them. He awakens the crew, and the Tiger Moth goes into the clouds in order to avoid confronting the Goliath. Pazu and Sheeta, taking off in a glider help guide the Tiger Moth towards Laputa. Pazu tells Dola to head into the big storm ahead, since that was what his father did before. There, the Goliath fiinds them and attacks. As the Tiger Moth is hit, the glider is disconnected from the ship. Now being sucked into the clouds by the wind currents Pazu, while trying to control the glider, sees his father's ghost, who guides him to Laputa. Pazu and Sheeta make it through the storm and emerge into the clear sky.

They arrive at Laputa, the legendary floating kingdom but, there are no longer any people living on it anymore. Pazu and Sheeta are greeted by a solitary robot who takes care of the lush greenery of the upper portion of the floating island. Then, the sound of an explosion is heard below. It is the government troops, raiding the treasure rooms of the castle. They see that Dola and the pirates have been captured and attempt to rescue them. While trying to reach Dola, Pazu and Sheeta are seen by Muska and his men. Sheeta is captured and taken by Muska into the inner chambers of the castle while Pazu, thought to be dead by the soldiers, succeeds in freeing the pirates without being seen. They are still being guarded over though, so Dola gives Pazu a gun and two shells so he can rescue Sheeta. By this time, Muska has reached the control center of Laputa, which contains the giant levitation stone that keeps the island aloft. Now in control of the castle, Muska tells General Mouro and his men to rush to the observation room whereupon he demonstrates the awesome power of the castle. The general, wishing to take the caslte for himself, thanks Muska for his services then tries to kill him. Muska though, has other plans as he opens up the floor of the observation room and drops General Mouro and many of his men to their deaths. He then unleashes hundreds of robot soldiers onto the remaining troops, who scramble back to the Goliath in fear. Sheeta, seeing all of this, asks Muska who he really is, since he knows so much about Laputa. Muska reveals himself as LOMUSKA PARO UL LAPUTA, also a descendant from Laputa. He boasts of the enormous power of Laputa and tells of how long he has waited for this day. Sheeta, catching Muska off guard during his reveling manages to grab the levitation stone away from him and runs away. Muska follows after her since, without the stone, he can't control Laputa.

Pazu, still looking for Sheeta, finally finds her. They are seperated however, by a wall between them so Sheeta, in desperation, passes the stone through a hole in the wall and tells Pazu to throw it away. Muska arrives as Sheeta runs away and tries to shoot Pazu through the hole, but he misses. Pazu uses his weapon to enlarge the hole and goes after Muska. After reaching the throne room Sheeta realizes that she is trapped so she confronts Muska. She tells him that man can't live away from the ground for long which is why Laputa fell. Muska though, refuses to believe this and prepares to kill her. Pazu arrives just in time and tells Muska that if he kills Sheeta he'll never get the stone back. Muska, after hearing this, allows Pazu to talk to Sheeta for three minutes. Now with Sheeta, Pazu asks her to tell him the Doom charm so that they can both say it together. Pazu and Sheeta say the charm, which causes the stone to emit a blinding light. This not only blinds Muska but also releases the large levitation stone holding up Laputa. The castle and the robots, now inactive, falls into the sea.

Dola and the pirates escape the destruction in their flapters and, thinking that Pazu and Sheeta are dead, mourn for them. But then, they notice that the island has stopped deteriorating. The large levitation stone had simply moved up the island, and was now holding up the remainder of the island, which included the garden area. Pazu and Sheeta, caught in the many roots from the trees of the garden above, also manage to survive. They find their glider and, taking off in it, bid Laputa farewell. They meet up with the pirates, who are happy to see that they are alive. Afterwards, Pazu and Sheeta say their farewells to the pirates and head for home. The island of Laputa continues to float upwards into the sky.

By Dana Fong

BACK PAGE COMMENTS:

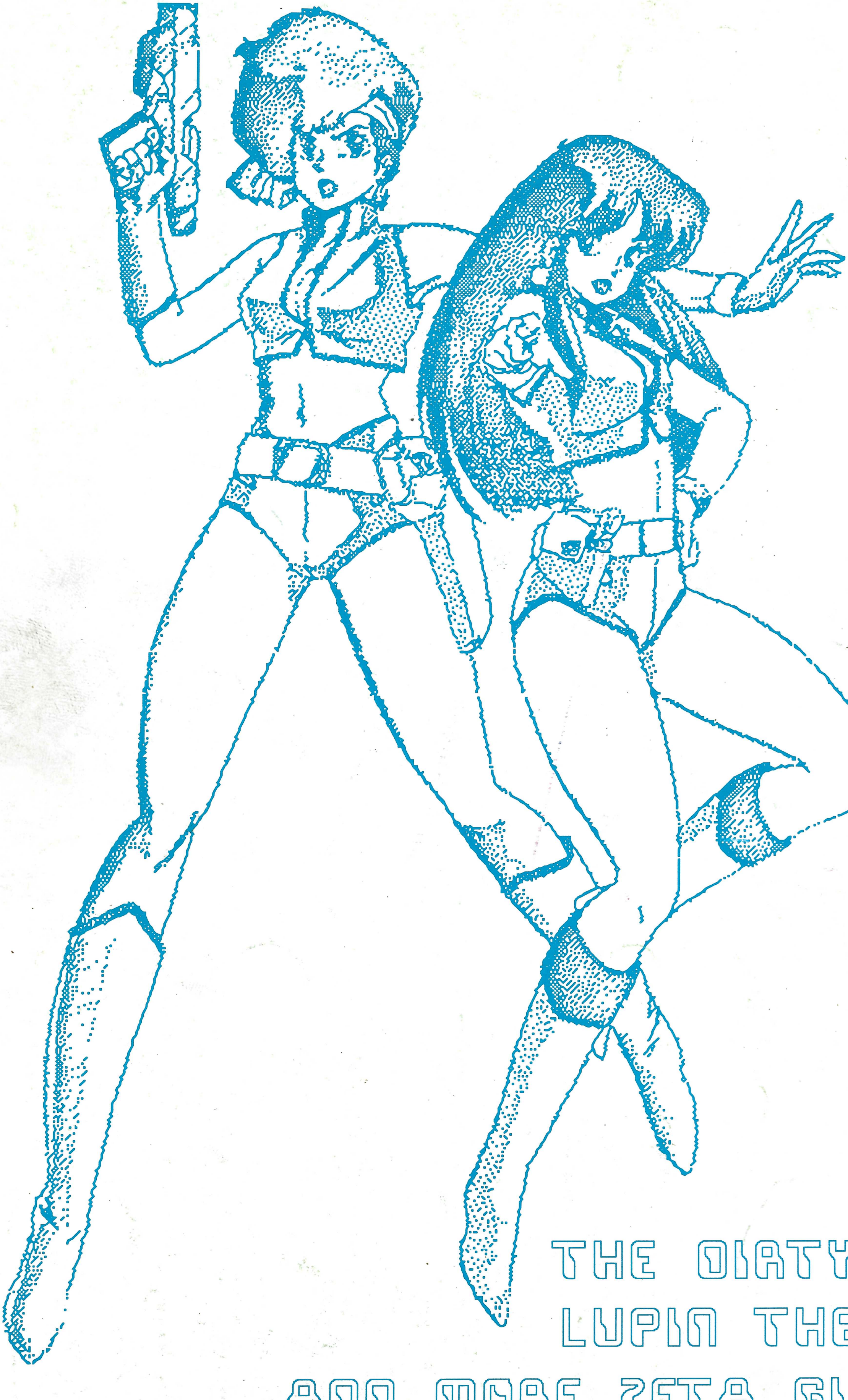
"It's a good kind of tired..."

As we complete our first issue, our staff has come to understand the commitment and the hard work necessary to produce a quality product. We hope you have as much fun reading ANIMAG as we had putting it together (however, for you it should be a lot less effort.)

In future issues of ANIMAG we hope to bring you such things as: interviews with Japanese animators and writers, posters, stickers, and news on upcoming film projects from Japan, all of which are expected of a magazine on Japanese Animation. Most of all we want to maintain the high standard of quality that is equal to the quality displayed in Japanese Animation. If we do not reflect this high standard, then the Animation within these pages will not be treated with the respect it deserves.

Thank you, see you again.

COMING NEXT ISSUE:



THE DIRTY PAIR

LUPIN THE III

AND MORE ZETA GUNDAM